

## Nathan Rowe

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### Education

#### University of New Mexico

Bachelor of Science, Computer Science. GPA: 3.62

Minor: Business Management

#### Central New Mexico Community College

Associate of Science, Physics.

Albuquerque, New Mexico

Graduation Date: December 2024

Albuquerque, New Mexico

Graduation Date: April 2022

### Experience

#### Captain Chuck's Flavor Island

##### Website Designer

Albuquerque, New Mexico

April 2022 – March 2024

- Designed front-end UX, planning the storefront for driving customer retention.

### Projects

#### Brick Breaker Multiplayer Game

**Programming Language:** Java

**Description:** A four-player competitive game using UDP to sync gameplay between systems

#### Co-Authored: HPL Benchmark Analysis Report on Hopper and Wheeler Clusters

**Description:** A brief analysis of GFlop performance on the UNM Hopper and Wheeler HPC clusters. Used Python Matplotlib library for graph generation from collected data.

#### Hexapawn: Reinforced Learning Game

**Programming Language:** Java

**Description:** A checkers-like game where a CPU uses data from previous rounds to avoid making moves that would cause it to lose against the player.

### Community Activities

#### New Mexico DeMolay Association Non-Profit: Youth Advisor

- Conducted teams towards fundraising goals.
- Helped to design an online hub for youth members to find information and resources for projects leveraging Google Admin and shared drives.

### Skills

#### Technical

- Programming Languages: Java, Python, JavaScript
- Microsoft Suite
- Git Version Control
- HTML, CSS
- React

#### Soft Skills

- Problem Analysis
- Learning Aptitude
- Project Coordination
- Interpersonal Communication
- Team Collaboration

Please get in touch with me by email for a list of References.