

Nathan Smith

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EDUCATION

University of California, Los Angeles

September 2016 – June 2021

B.S. Computer Science
Minor, Digital Humanities

Relevant Coursework

- Algorithms
 - Operating Systems
 - Computer Networking
 - Computer Graphics
 - Programming Languages
 - Compilers
 - Machine Learning
 - Artificial Intelligence
 - Website Experience Design
 - Human-Computer Interaction
 - Database Systems
 - Quantum Computing
 - Software Development Tools
- (Undergraduate TA)*

Extracurriculars

UCLA Radio *(2016 – 2018)*

Website and App Manager, DJ

Daily Bruin *(2016 – 2019)*

Online Development Director,
Reporter, Photographer

SKILLS

Languages

HTML • CSS/Sass/Less •
JavaScript/TypeScript • Python •
Ruby • Java • Go • C • Lua • SQL
• L^AT_EX

Frameworks & Technologies

Node.js • Express.js • React •
Redux • Electron • GraphQL •
React Native • Flow • Tailwind •
Rails • d3.js • MongoDB • Docker
• Git • Unix/Linux • Shell

EXPERIENCE

Stripe: Product Engineer *(June 2021 – Present)*

- Eliminated 100+ monthly support tickets by scoping and developing subscription management functionality into Stripe Atlas dashboard.
- DRI for team OKR to reduce percentage of Atlas founders with support intervention. Shrank number from 10% to 3%.
- Mentored new grads and interns across Stripe. Actively involved in university recruiting efforts.

Facebook: Production Engineering Intern *(September 2020 – December 2020)*

- Utilized d3.js and React to build internal site visualizing data flow of advertising machine learning models.
- Optimized SQL queries to reduce page load by 100%.

Stripe: Software Engineering Intern *(June 2020 – September 2020)*

- Created multiple internal tools wielding Java and Ruby to improve administrative tooling around Stripe Terminal readers. Documented use cases in team runbooks.
- Developed, demoed, and won 2nd place in internal intern hackathon. Hackathon project was presented to the entire company by CEO.

Keybase: Software Engineering Intern *(June 2019 – September 2019)*

- Implemented and extended RPCs enhancing path payments over the Stellar cryptocurrency network in Go.
- Spearheaded development of a Keybase TypeScript library for 3rd-party developers.
- Proposed and implemented a program to compile types defined in Avro serialization language into Python, Go, and TypeScript for use by Keybase libraries.

Datadog: Software Engineering Intern *(January 2019 – May 2019)*

- Overhauled frontend number formatting to ensure output was human-readable across screens and locales.
- Restructured Datadog's frontend storage of supported units. Removed thousands of lines of code, improved frontend type safety, and reduced the size of subsequent page loads by 2.6kB through caching.

Keybase: Software Engineering Intern *(June 2018 – September 2018)*

- Developed frontends enabling cryptocurrency payments and wallet account management from within the Keybase Electron/React Native app.
- Integrated server data into frontend client asynchronously through sagas to provide more accurate information on unread chat messages.

Autodesk: Web Development Intern *(June 2017 – September 2017)*

- Audited information architecture of internal sites, designed clearer mockups and prototypes, and presented findings to Autodesk's VP of Design.
- Retooled build system of internal web framework using Babel and Webpack to decrease load time of sites used daily by more than 4,000 Autodesk engineers.

SELECTED PROJECTS *for more projects, please visit <https://nathansmith.io>.*

Hotseat (Ruby on Rails, Go, React, d3.js, PostgreSQL, AWS Lambda)

Lead developer/maintainer. Hotseat scrapes hourly enrollment data from the UCLA Registrar via concurrent Lambda functions and sends automated text alerts to subscribers. Over 1,200 users.