

# Nathan Smith

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| Education  | <b>University of California, Los Angeles</b><br>B.S. Computer Science & Engineering   GPA: 3.81<br>Relevant Coursework: Introduction to Computer Science I,<br>Introduction to Computer Science II, Introduction to Computer<br>Organization, Software Construction Laboratory   | Summer 2016 – Present<br>Los Angeles, CA    |
|            | <b>College of Marin</b><br>Concurrently enrolled while in high school   GPA: 4.00<br>Coursework: Introduction to Programming Using C++, Data Structures<br>and Algorithms, Advanced Programming in C++   | Winter 2013 – Spring 2014<br>San Rafael, CA |
| Experience | <b>Web Development Intern – Autodesk</b><br>• Will work on internal websites used by over 4000 engineers at Autodesk   | Summer 2017<br>San Rafael, CA               |
|            | <b>Web Manager – UCLA Radio</b><br>• Responsible for managing and hiring department of ~10, as well as<br>ongoing development of website and mobile applications<br>• Spearheaded development of native Android application<br>• On call for website and live stream of UCLA Radio   | Winter 2017 – Present<br>Los Angeles, CA    |
|            | <b>Project Manager – Daily Bruin</b><br>• Led a team of 7 in charge of updating and refactoring <i>dailybruin.com</i><br>• Oversaw development of new article format for use by other departments<br>• Advocated usage of collaborative coding practices, including adaptation of<br>a style guide and code review                             | Winter 2017 – Present<br>Los Angeles, CA    |
|            | <b>Web/Mobile Developer – UCLA Radio</b><br>• Localized show times across timezones for iOS app<br>• Implemented reminder push notifications for shows<br>• Created and realized user interface designs in code  | Fall 2016 – Winter 2017<br>Los Angeles, CA  |
|            | <b>Web Development Intern – Daily Bruin</b><br>• Designed webpages for feature articles using HTML, CSS, and Javascript<br>• Created and integrated custom Wordpress templates into the<br><i>Bruin's</i> existing codebase  | Fall 2016 – Winter 2017<br>Los Angeles, CA  |
|            | <b>Founder, Consultant – Smith Industries</b><br>Developed levels and assets on multiple iOS games as a private contractor:<br>◦ <i>Joe Escapes</i> , a puzzle/adventure game utilizing Swift and SpriteKit<br>◦ <i>Ballroom</i> , an accelerometer-based puzzle game built with Cocos2d   | Fall 2014 – Fall 2016<br>San Rafael, CA     |
|            | <b>shouldiwearpants.today</b> ( <a href="https://github.com/nathunsmitty/shouldiwearpants.today">https://github.com/nathunsmitty/shouldiwearpants.today</a> )<br>• Minimalist website that determines what a user should wear based on their geolocation<br>• Built with HTML, CSS, Javascript, jQuery, Python, Flask and deployed with Heroku |   |
|            | <b>Mirror++</b> ( <a href="https://github.com/nathunsmitty/MirrorPlusPlus">https://github.com/nathunsmitty/MirrorPlusPlus</a> )<br>Simple non-reversing mirror app for iOS written in Swift utilizing AVFoundation   |   |
| Skills     | Confident with HTML, CSS/SASS, C++, Swift<br>Proficient with Python, Javascript, Wordpress<br>Experienced with common developer tools including Git and Linux/UNIX   |   |
| Awards     | National Merit Commended Scholar, National AP Scholar, AP Scholar with Distinction   |   |