Nathan Smith

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EDUCATION

University of California, Los Angeles
B.S. Computer Science
Expected Graduation: June 2021
GPA: 3.52
Upsilon Pi Epsilon Honor Society

Relevant Coursework:
- Data Structures and Algorithms
- Computer Organization
- Operating Systems
- Computer Graphics
- Programming Languages
- Experience Design
- Human-Computer Interaction

SKILLS

Languages:
HTML • CSS/Sass/Less • JavaScript (ES2018)/TypeScript • Python • Go • C/C++ • SQL

Frameworks & Technologies:
Node.js • Express.js • React • Redux • Electron • React Native • GraphQL • Flow • Bootstrap/Foundation • CSS-in-JS • jQuery • Flask • Django • MongoDB • Docker • Unix/Linux

Tools & Methodologies:
Git • Shell • Sketch • Figma • Agile/Scrum • Testing (Unit, Integration, Property, Acceptance, E2E) • 12-Factor

Last updated August 8, 2019.

EXPERIENCE

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 bot library for use by third-party developers. Proposed and implemented a program to compile types defined in Avro serialization language into Python, Go, and TypeScript for use by Keybase bot libraries.

Datadog: Software Engineering Intern *(January 2019 – May 2019)*
- Individually completed a team OKR by overhauling frontend number formatting by ensuring output is human-readable and increasing test coverage from ~15% to 100%.
- Restructured Datadog's frontend storage of supported units, removing thousands of lines of code, improving frontend type safety, and reducing the size of subsequent page loads by 2.6kB through caching.
- Planned and led discussion of 8 engineers on working with side effects in Redux.

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.
- Refactored and tested notification badging icons across 10+ interface pages in both desktop and mobile applications.
- 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 focusing on usability, 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.

Daily Bruin: Online Director *(June 2018 – January 2019)*
- Produced numerous data-driven stories and interactive webpages, often on strict deadlines of 7 days or fewer.
- Migrated various static pages and dynamic web applications averaging 300,000 views/month to new servers, resulting in savings of $540/year.
- Developed intern training curriculum. Content covers full-stack web development, from semantic and accessible HTML to deploying a web app with Docker.

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

Sources (TypeScript, React, GraphQL, Express.js, PostgreSQL)
Sole developer of secure and real-time database application designed to quickly search manage 800+ news contacts. Site backend is an Express.js server that handles OAuth login and CRUD functionality. React frontend communicates with server via GraphQL.

uclaradio.com (React, Redux, Express, MongoDB)
Project manager and developer of dynamic web page that streams music live, enables listener interaction with DJs, and manages members of UCLA Radio internally. Receives ~5,000 views/month.