

# Nathan Smith

🌐 <http://nathansmith.io> | ✉ [nathan.smith@ucla.edu](mailto:nathan.smith@ucla.edu) | ☎ 415.572.0407 | 📱 [nathunsmitty](#) | in [nathanmatthewsmith](#)

---

|                   |   |   |
|-------------------|---|---|
| Education         | <b>University of California, Los Angeles</b><br>B.S. Computer Science & Engineering   GPA: 3.81<br>Completed Fall Coursework: Introduction to Computer Science I,<br>Calculus of Multiple Variables, Introduction to Visual Culture<br>Planned Winter/Spring Coursework: Introduction to Computer Science II,<br>Introduction to Computer 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>Project Manager – Daily Bruin</b><br>• Led a team of 7 in charge of updating and refactoring <a href="#">dailybruin.com</a><br>• Oversaw development of new article format for use by other departments  | 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 – Present<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>Bruin's 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>Intern – Infidian</b><br>• Deployed a web-based game editor using MongoDB, Express.js, and<br>Node.js<br>• Parsed code and debugged large code segments through JIRA   | Summer 2014<br>San Francisco, CA            |
|                   | <b>Projects</b><br><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<br><br><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, C++, Swift<br>Proficient with iOS frameworks, Python, Javascript, jQuery, Wordpress<br>Experienced with common developer tools including Git and Linux/UNIX   |   |
| Community Service | <b>Peer Tutor – Terra Linda High School Library</b><br>Tutored students at Terra Linda High School in Geometry, Algebra,<br>Chemistry, and Pre-Calculus   | Fall 2014 – Spring 2016<br>San Rafael, CA   |
| Awards            | National Merit Commended Scholar, National AP Scholar, AP Scholar with Distinction  |   |