

# Nathan Smith

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

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| 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 and<br>Algorithms, Advanced Programming in C++  | Winter 2013 – Spring 2014<br>San Rafael, CA |
| Experience        | <b>Web Development Intern – UCLA Radio</b> <ul style="list-style-type: none"><li>• Localized show times across timezones for iOS app</li><li>• Implemented reminder push notifications for shows</li><li>• Created and realized user interface designs in code</li></ul>  | Fall 2016 – Present<br>Los Angeles, CA      |
|                   | <b>Web Development Intern – Daily Bruin</b> <ul style="list-style-type: none"><li>• Actively maintained, documented, and updated Daily Bruin website</li><li>• Designed webpages for feature articles using HTML, CSS, and Javascript</li><li>• Created and integrated custom Wordpress templates into the Bruin's existing codebase</li></ul>  | Fall 2016 – Present<br>Los Angeles, CA      |
|                   | <b>Founder, Consultant – Smith Industries</b><br>Developed levels and assets on multiple iOS games as a private contractor: <ul style="list-style-type: none"><li>◦ <i>Joe Escapes</i>, a puzzle/adventure game utilizing Swift and SpriteKit<br/>(For Infidian - Unreleased)</li><li>◦ <i>Ballroom</i>, an accelerometer-based puzzle game built with Cocos2d (For Infidian - Unreleased)</li></ul>  | Fall 2014 – Fall 2016<br>San Rafael, CA     |
|                   | <b>Intern – Infidian</b> <ul style="list-style-type: none"><li>• Deployed a web-based game editor using MongoDB, Express.js, and Node.js</li><li>• Parsed code and debugged large code segments through JIRA</li></ul>  | 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> ) <ul style="list-style-type: none"><li>• Minimalist website that determines what a user should wear based on their geolocation</li><li>• Built with HTML, CSS, Javascript, jQuery, Python, Flask and deployed with Heroku</li></ul><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 developer tools including Git and Bash  |   |
| Community Service | <b>Peer Tutor</b> – Terra Linda High School Library<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  |   |