

Nathan March

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Experience

Developer Technology Group Network Intern / PlayStation, San Mateo, CA JUN 2019 – SEP 2019

- Developed an analysis tool using the PlayStation Network API's to help more quickly identify errors for licensed game developers and the PlayStation support team to speed up game development and debugging processes.
- Contributed to architecture discussions, helped genericize code, and added many test modules which leverage modern C++ techniques and design patterns.

CS/EE Teaching Assistant / Digital Media Academy, Stanford, CA JUL–AUG 2018, JUN–JUL 2017

- Instructed students how to use Arduino to create line-detecting, maze-completing, and battle-bot fighting cars. Helped students understand the Raspberry Pi and create a DIY Amazon Alexa with it. Taught about encryption in Python and creating secure web servers with Flask.
- Helped students learn object-oriented programming through making their own version of zombs.io with Java using Processing for the GUI. Guided students in building iOS applications including a two-player rock-paper-scissors game.

Software Engineering Intern / Teledyne Controls, El Segundo, CA JUL 2017 – SEP 2017

- Wrote the backend code to efficiently parse and transfer flight data from a channel to an SQL database and frontend UI to present real-time visualizations to monitor airplane flights. Explored real-time distributed databases and visualization tools to ensure scalability of the product.
- The initial phase of the product I worked on got approved by the president of the company to continue production.

UX Software Intern / LEENTech Network Solutions, Makati, Philippines JUN 2016 – AUG 2016

- Prototyped websites and mobile applications for customers using Axure. Assisted in brainstorming and creating a clear user journey through each app.
- The main prototype I worked on led to a large investment to develop the mobile app.

Electrical Engineering Intern / University of California, Santa Cruz JUN 2015 – AUG 2015

- Worked with an ellipsometer to take data on copper oxide samples. Modeled optical thin film structures to comprehend their electrical and optical properties for memristor utilization.

Education

B.S. Computer Engineering / University of California, Los Angeles JUN 2020

Senior. GPA: 3.47. Technical Coursework Completed: CS: Introduction to Computer Science I & II, Discrete Math, Algorithms & Complexity, Operating System Principles, Computer System Architecture I & II, Software Construction, Network Fundamentals, Database Systems, Human Computer Interaction, Computer Vision, Cryptography, Parallel and Distributed Computing, Computer Graphics, and Distributed Systems. EE: Circuit Theory I & II, Logic Design of Digital Systems, Digital Design Lab, Systems and Signals, Digital Signal Processing, Feedback Control, Analog Electronic Circuits and Robotic Design Capstone.

Skills

- Best: C++/C, Java, C#
- Proficient: MATLAB, Bash, Git, Python, Go, HTML/CSS, jQuery, Bootstrap, LaTeX
- Familiar: JavaScript, SQL/SQL Server, RethinkDB, PubNub, Axure, Swift, Xcode
- Hardware: Arduino, Bread boarding, and Soldering

Miscellaneous

- Member of Institute of Electrical and Electronics Engineers (IEEE). Breadboard and solder circuits with Arduino to make a car that navigates a maze, a controllable quad-copter, etc.