Nathan March

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Experience

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.

Teaching Assistant / Digital Media Academy, Stanford, CA
JUN 2017 – JUL 2017

- Taught high school students how to make their own version of zombs.io with complex object-oriented programming in Java using Processing.
- Taught middle school students iOS app development and created many apps including a two-player rock-paper-scissors game.

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.

Instructor / Mathnasium, San Mateo, CA
JUN 2015 – AUG 2015

- Worked with students up through 9th grade math, teaching them innovative approaches, providing measurable goals, and building confidence in their math abilities.

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

Computer Engineering / University of California, Los Angeles
JUN 2020

Sophomore. Technical Coursework Completed: Introduction to Computer Science I & II covering object-oriented programming, data structures, and algorithms, Computer Architecture, and Software Construction. Logic Design of Digital Systems, Systems and Signals, and Circuit Theory. Taking: Circuit Theory II and Feedback Control.

Skills

- Best: Java, C/C++, C#
- Familiar: React.js/Node.js, Bash/command-line, Git, SQL/SQL Server, RethinkDb, PubNub, Axure, Xcode, MATLAB
- Proficient: Python, Swift, HTML/CSS/JavaScript, LaTeX
- 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.
- President, Physics Club at San Mateo High School. In charge of academic competitions—Physics Olympiad—and creating fun, education projects to teach physics concepts.
- Received a "You Make the Difference" award from Teledyne Controls for working swiftly and contributing ideas.