Nathan Dilla
951-214-5714 | nathancdilla@gmail.com | https://github.com/nathdilla | https://nathandilla.com/

# OBJECTIVE

I am a 4th year computer science student, eager to apply my skills in software engineering. I want to build innovative and efficient web applications/programs for forward-thinking companies, using various frameworks and working with a team. I have the strong desire to learn new technologies to develop skills.

# EDUCATION

*BE COMPUTER SCIENCE • SEPT 2021-PRESENT • GRAND CANYON UNIVERSITY*

Covered object-oriented programming, data structures and algorithms, database design/management, graphics pipelining and computer architecture and organization.
GPA: 3.4

# LEADERSHIP

*PRESIDENT • 2020-2021 • COMPUTER SCIENCE HONORS SOCIETY*

Led the CSHS club in high school for 2 years as president. Organized a student led event and promoted careers in computer science in the local community.

*INSTRUCTOR • FEB 2022-MARCH 2022 • GENTECH*

Taught K-12 students computer science concepts in an after-school program.

## PROJECTS & EXPERIENCE

**BENCHMARK ELECTRONICS** • Software Engineering Internship: May 2024 – Aug 2024 • Technologies learned: Embedded C, Docker, Linux, Redis, ROS 2

- Worked with engineers of different disciplines to build products for customers
- Used a Waterfall/AGILE project development workflow
- Wrote and reviewed requirements for projects

**TEACHER EVALUATION APP** • Development Time: Sept 2024 – Apr 2025 • Technologies used: ReactJS, Express, MongoDB, Node, Redis, Whisper, LangChain •

- Developed full stack application using RESTful prinicples
- Middleware written in JavaScript, attaching to Node workers via Redis w/ BullMQ utilizing a processing queue
- Mp3 file transcription and report generation via LangChain AI

**FORESIGHT MAGAZINE WEBSITE** • Development Time: Feb 2023 – Apr 2023 • Technologies used: ReactJS, Git, GitPages, Figma

- Built a website based off of the organization design team's comprehensive layouts
- Singular web page design with several React components and uses BoxJS to add physics to web elements.
- Led a partnership with another web developer and maintained version control using Git. We had great communication between the web development team and rest of the organization through Notion Kanban boards and calendars.

**WORKOUT TRACKER**
Development Time: Dec 2023 – Jan 2024
Technologies used: ReactJS, ExpressJS, MongoDB, Git

- Full-stack web application that tracks various workouts and the number of sets and reps per workout.
- Developed an API to send requests to a Node.JS runtime and displaying responses on the front end.
- Designed a database architecture that contains documents of strings and integers.

**BIBLE PROJECT VR**
Development Time: Sept 2022 – Dec 2022
Technologies used: Unity, C#, Git

- Built a virtual reality game using Unity 3D, written in C# and runs on the Oculus Quest 2.
- Developed within a team of 3 other people, used Git to split work into branches and posted pull requests to manage merging
- Contains 4 different scenes with walking mechanics provided by shoes synced with the Oculus.