

Nathan J. Soto

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Education

Louisiana State University

August 2022- May 2026

Majoring in Computer Science with a concentration in Software Engineering

Skills

Languages: Java, JavaScript, HTML, CSS, C, C++, Python, Kotlin, SQL, C#

Communication skills: English and Spanish

Technical Tools: Git/GitHub, React, Node.js, Matplotlib, NumPy, Android Studio, Vscode, P5, PyTorch, Flask

Projects

AI species recognition

Description:

- Designed and trained a Residual Convolutional Neural Network (ResNet-based CNN) to classify animals and identify specific species from user-uploaded images
- Developed a full-stack pipeline connecting the AI model to a web interface using REST APIs for inference.
- Addressed scalability and computational constraints by narrowing model scope to selected animal groups while preserving classification accuracy

Technologies Used: HTML, CSS, JavaScript, PyTorch, WikiAPI,

Universal Fitness App

Description:

- Collaborated with a team to develop a Kotlin Multiplatform fitness application for Android and iOS.
- Designed and implemented cross-platform functionality using Jetpack Compose for shared UI components and Ktor for backend services.
- Set up and managed a Docker-based development environment, integrating database and S3 storage.

Technologies used: Kotlin, Kotlin Multiplatform, Jetpack Compose, Material 3, Ktor, Docker, Android Studio, Git/GitHub

Global News Finder

Description:

- Developed a responsive web frontend that allows users to browse and access news articles from around the world
- Integrated NewsAPI to dynamically retrieve articles based on user-selected geographic locations

Involvement:

The Society of Asian Scientists and Engineers, Latin American Student Organization, LSU Web Development Club