

Nathaniel MacKinlay

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WORK EXPERIENCE

Hawaiian Airlines

Tempe, AZ

Associate Software Development Engineer, Web Platform Team

August 2021 – Present

- Created build pipeline and script to automatically build and publish custom libraries, reducing development time significantly.
- Implemented NGRX for state management across all customer facing web applications.

Intern Software Development Engineer, Common Components Team

June 2021 – August 2021

- Created a style guide and library template to reduce ambiguity and lower development time by enforcing standards
- Developed multiple component libraries (Angular 11) which were downloaded and installed 500+ times by Hawaiian Airlines employees.

EDUCATION

Arizona State University

Tempe, Arizona

Masters of Computer Science

Expected October 2022

- **GPA:** 3.88 / 4.0

Bachelor of Arts in Philosophy

December 2020

- **GPA:** 3.9 / 4.0

SKILLS

Languages: Typescript/JavaScript, Python, CSS/HTML, SQL

Frameworks and Libraries: Angular 2+, React.js, Flask, Jasmine/Karma, Node.js, NGRX, Redux

Tools: Git, Unix/Linux, npm, Atlassian tools, Firebase

PROJECTS AND HACKATHONS

State Farm Annual Hackathon | 1st Place For Most Creative, 3rd Overall

Tempe, AZ

Browser Based Web Game

June 2020

- Created a web based game using vanilla JavaScript and Node.JS.
- Game was designed as an interactive way to teach customers about insurance coverages, track their progress as they improve, and compete against the high score

Minecraft-React

React / Three.js

- Built a simplified version of MineCraft from scratch which allows building of 5 materials, as well as movement in a 3d space using tools such as react hooks and three.js(webGL).

Hot Dog Or Not Hot Dog

React Native Mobile App

- Created a native, cross-platform client in React Native which uses the GoogleVision API to verify if a photo contains a hot dog or not.
- Made app security compliant by requesting camera and storage permission in both android and ios.