

NATHAN BERGEY

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SUMMARY

Creative cross-disciplinary programmer with a background and a passion for spaceflight. Voracious researcher with an appetite for hard problems. Communicates complex ideas with clear explanations and visual analogies.

EXPERIENCE

Founder

2011–Present

open-notify.org, Portland, OR

An open source set of spaceflight APIs.

- First open API for International Space Station passes
- 10 million requests per month

Consultant

2010–Present

Self Employed, Portland, OR

Various work for various companies and individuals

- Data visualization, full stack web, electrical engineering, graphic design, *etc.*
- Focus on web technologies

Volunteer Rocket Scientist

2008–Present

Portland State Aerospace Society, Portland OR

One of the most advanced amateur rocketry groups in the world

- Analyzed flight, simulation, and test data to facilitate an understanding of the physical processes involved in aerospace systems
- Created an application for real time viewing of data during launches to track flight events and have immediate performance feedback
- Composed visualizations that helped PSAS comprehend and improve flight models
- Contributed greatly to PSAS's online presence with typography, graphics, and documentation
- Clearly communicated group goals as a public speaker; attracted press, talent, and explained complex rocketry concepts to the general public

IT Consultant

2007–9

Strategic Solutions NW, Portland OR

A small group of technology and management consultants working for medium to large corporations

- Balanced many projects at once; meeting deadlines and creating client satisfaction
- Rescued failing projects from other agencies and transformed them into successes

EDUCATION

Bachelor of Science, Physics

2006

Appalachian State University, Boone NC

- Concentration in astronomy; involved in research outside of courses

COMPUTER SKILLS

Comfortable across OS's; works in Linux; Uses many tools often writing my own to fill gaps

- Primary programming languages: C, Python, Javascript
- Familiar languages: C#, Java, Arduino, Processing.org, SQL
- Markup languages: HTML/CSS, SVG, L^AT_EX
- Libraries and packages: Django, Flask, Bootstrap, d3, Angular