

NATHAN BERGEY

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SUMMARY

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

EXPERIENCE

Founder

2011–Present

open-notify.org, Portland, OR

An open source project that started with a lamp that lights up when the International Space Station is overhead

- Raised 300% of fundraising goals on the social fundraising platform Kickstarter
- Established the first open web API for International Space Station passes
- Managed design, manufacturing, software, customer interaction, and press

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
- Composed visualizations that helped PSAS comprehend and improve flight models
- Created an application for real time playback of simulation data during launches to track flight events and get immediate performance feedback
- Wrote a very fast simulation engine for rocket optimization research
- Contributed greatly to PSAS's online presence with typography, graphics, and documentation
- Clearly communicated group goals as a public speaker; got press, attracted 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
- Quickly learned new software systems saving money otherwise spent on training

EDUCATION

Bachelor of Science, Physics

2006

Appalachian State University, Boone NC

- Concentration in astronomy; coursework included computational physics and orbital mechanics

SKILLS

- Primary programming languages: C, Python
- Familiar languages: C#, Java, Javascript, Arduino, Processing.org, SQL
- Markup languages: HTML/CSS, SVG, L^AT_EX