Nathaniel Buechler

[g] https://github.com/nbuechler | [w] http://www.nathanielbuechler.com | [c] (301).676.6390 | [e] natebuechler@gmail.com

Languages: HTML5 (7 years), CSS3 (7 years), JavaScript/ES6 (6 years), Python (4 years), Java (1 year)

Technologies: react.js, flux, redux, MEAN.js, MongoDB, express.js, angular.js, node.js, lonic, meteor.js, ember.js, moustache.js, handlebars.js, knockout.js, jQuery, jQuery UI, jQuery Mobile, D3.js, dc.js, nv.d3, crossfilter.js, Bootstrap, Flask, Django, Tornado, NLTK, pip, NPM, Bower, Babel, Grunt, Yeoman, Webpack, Maven, Gradle, J2EE, Thymeleaf, Grails, JUnit, JSP, GSP, WordPress, Joomla, phpBB, AJAX, XML, JSON, BSON, CSV, TSV, Sonarqube, TeamCity, Heroku, Travis CI, AWS, MVC, REST, HQL, SQL, Cypher, Neo4j, PostgresSQL, MySQL

Tools: Atom, Brackets, Spring Tool Suite, Eclipse, Notepad++, WebStorm, JIRA-Agile, JIRA-Confluence, Git, Subversion, Tomcat, Apache, Ant, VirtualBox, Adobe Suite CS6 (Photoshop, Illustrator, InDesign, Dreamweaver)

Experience:

Research Engineer, Invincea Labs, Arlington, VA, (March 2017 - Present)

• In Progress! I'm actively enhancing software.

UI Engineer and Graphic Designer, Consultant, Front Royal, VA, (August 2008 – Present)

- Engineered data visualizations and advanced user interfaces with angular.js, ember.js, D3.js, MongoDB, and MEAN.js.
- Developed infrastructure for customer websites for multi-browser support (IE 6+, Firefox 3+, Chrome, Safari 3+).

Senior UX Engineer, Novetta, McLean, VA, (October 2016 - March 2017)

- Enhanced the user experience engineering of Novetta's advanced analytics in the domains of cyber, mission, and entity-centric data via advanced user interfaces, prototypes, and complex data visualizations
- Collaborated with over five teams in Novetta's Product and Technology division to implement both optimized workflows and product design specifications
- Conducted user interviews and generated a 15-page user experience report emphasizing the major areas of improvement for Novetta's cyber product (NCA)

<u>UI Software Developer</u>, Novetta, McLean, VA, (July 2015 – October 2016)

- Lead user interface maintenance and improvement efforts related to the cyber analytic product which include enhanced user experiences, code quality improvements, and the addition of modern tech like react.js, Babel, and ES6.
- Extended core functionality of the cyber analytic product with additional JavaScript microservices built with Webpack.

JavaScript UI Engineer, DrFirst, Inc., Rockville, MD, (January 2015 - July 2015)

- Steered the development of several modern (Web 2.0) and responsive angular.js applications while detecting mobile (iOS and Android, specifically) clients by implementing Yeoman, Ionic, NPM, Bower, and other technologies.
- Performed routine maintenance and enhancements of the administrative application (ember.js) which includes improvements to the UI/UX of secure HIPAA compliant messaging, auditing, and archiving.

<u>Java Developer</u>, InfoZen, Inc., Bethesda, MD, (April 2014 – October 2014)

- Generated complex data visualizations with front-end JavaScript technologies such as D3.js, jQuery, jQuery UI, and angular.js.
- Conceived dynamic dashboards, responsive design patterns, aesthetically pleasing layouts, clear user interfaces, and friendly user experiences which display insightful business analysis and reporting from the usage of Java, Mongo, Groovy, Grails, Hibernate, HTML5, CSS3, Bootstrap, and JavaScript.

Senior UI/UX Developer, Artech Government Services, LLC., Rockville, MD, (August 2013 – April 2014)

- Implemented Agile techniques on 7-person team practicing SCRUM with test-driven software development (TDD).
- Designed and developed frameworks and a modular user interface design while leveraging front-end web technologies including Java, Groovy, Grails, JavaScript, HTML/CSS as a sub-contractor for InfoZen in Bethesda, MD.

Education:

- Bachelor of Arts: Visual Arts Graphic Design, May 2013, University of Maryland: Baltimore County (UMBC), GPA 3.2
- Bachelor of Arts: Political Science, May 2013, UMBC, GPA 3.2