

Nathan Chesmar

Oakland, CA 94607

267-640-8383

github.com/nchez | linkedin.com/in/nathan-chesmar/ | nathan.chesmar@gmail.com | natecodes.xyz

Work Experience

Front End Developer, NFT.Kred, Remote, Oct 2022 - Present

- Delivered high-quality, maintainable, observable, debuggable features for whitelabel NFT application using React, HTML, CSS, and Node.js
- Successfully took ownership of several projects from conception through launch by quickly familiarizing myself with an extensive codebase
- Refined front-end architecture with a focus on reusable and scalable code to support fast-moving engineering team
- Within one month, planned and developed a new FAQ customization page with zero bugs on launch
- Built Onboarding feature that guides new users through setting up an NFT marketplace and integrated wallet payment options using wagmi
- Implemented an NFT gamification feature for a Fortune 500 client and collaborated with back-end engineers, product management team, and design team to deliver an outstanding user experience

Software Engineering Immersive, General Assembly, Remote, Jan 2022 - Apr 2022

- Completed 400+ hours of expert-led instruction in Javascript, React, and Python as well as backend technologies such as Node, SQL, and MongoDB
- Hands-on instruction for Functional Programming, Object Oriented Programming, software development lifecycle, relational databases, MVC, and industry best practices
- In-depth review and instruction on Data Structures, Algorithms, and System Design
- Planned, tested, and deployed scalable full-stack web applications using technologies taught throughout class
- Built and optimized single-page web applications

Asset Technology Engineer, Corteva Agriscience, Pittsburg, CA, Dec 2019 - Jan 2022

- Managed several projects totalling over \$2M to address safety gaps and improve process control
- Oversaw and prioritized department's ~\$5M budget for capital projects by working with plant leadership, operations, and key stakeholders
- Led 20+ people in Safety and Tech teams to teach problem solving techniques, identify new improvement opportunities, track key performance indicators, and lead site initiatives

Process Engineer, Henkel, Pittsburg, CA, Sept 2015 - Nov 2019

- Monitored and led troubleshooting of operations for polymer-based adhesive manufacturing plant
- Supported and resolved daily technical issues through cross-functional collaboration
- Completed multiple continuous improvement projects optimizing cost efficiencies
- Mediated group discussion amongst department heads and provided engineering expertise to disposition non-conforming materials at Quality Review Board

Skills

Languages: JavaScript, TypeScript, Python, HTML, CSS

Technologies: ReactJS, NextJS, SQL, NoSQL, Node.js, Express, Flask, Django, PostgreSQL, MongoDB, SQLAlchemy, npm

DevOps & Cloud: Git, GCP, AWS, Heroku, Vercel, Netlify, Docker, Jest

Concepts: OOP, REST APIs, CI/CD, TDD, Agile, Scrum

Projects

- [Rankify](#)
 - Interactive browser game built with a team using React, MongoDB, and Mongoose where the user guesses song title based on song audio clip
 - Used Spotify API and OAuth to retrieve audio samples and enable users to search for artists
 - Acted as the Git manager, reviewed pull requests, and assisted the team in debugging and code reviews
 - Integrated RESTful API with CRUD capabilities
- [Political Breakdown](#)
 - Web app built using Flask, Postgres, and React that allows users to track stocks and view which Congress members are trading selected stocks
 - Utilized third-party API to populate database with Congress trading data
 - Implemented REST API to aggregate, modify, and send user and trading data
 - Integrated user authentication through the use of middleware and JWT
 - Optimized large volume data pipelines for hundreds of stocks, congress members, and thousands of stock trades
- Velo on Exit
 - Web app built using Next.js, Mongoose, and Python for visualizing and aggregating baseball data
 - Scraped data from various websites using Requests library for Python
 - Developed front-end with Next.js and ChartJS to show player dashboards, leaderboards, and data visualizations
 - Wrote unit tests with Jest to ensure accuracy and gauge extent of errors
- [Beanie Bandit](#)
 - Browser game developed with JavaScript, HTML, and CSS. Deployed on Heroku using Node.js
 - Leveraged Canvas API to create game characters, objects, and animations
 - Followed OOP principles to structure gameplay mechanics

Education

Drexel University, Philadelphia, PA
Bachelor of Science in Chemical Engineering
Sept 2010 - Jun 2015

General Assembly, Remote
Software Engineering Immersive
Jan 2022 - Apr 2022

Additional Experience

Process Engineer Co-op, GlaxoSmithKline, King of Prussia PA, Sep 2013 - Mar 2014

- Performed API crystallization work on multiple projects
- Identified key process parameters through Design of Experiment (DOE) techniques for a scale-up
- Implemented a scale-up of a batch process to a continuous process
- Utilized HPLC, TGA, and DSC to assess results from crystallization, isolation, and drying operations

Engineering Co-op, Philadelphia Water Department, Philadelphia, PA, Sept 2012 - March 2013

- Collected water samples from numerous locations in the Philadelphia area
- Performed chlorine, ammonia, nitrite, turbidity, conductivity, UVT, and pH tests of water samples
- Performed bioreactor tests and maintenance

Janssen Biotech Inc., Malvern, PA, Nov 2011 - Mar 2012

- Revamped shift reports for the manufacturing of a drug
- Revised and corrected documents used in drug manufacturing
- Maintained up to date SOPs within company