

Nathan Curameng

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Summary

Highly motivated and passionate recent graduate with degree in Computer Science looking for Junior Software Engineer position. Knowledge of various technologies and programming languages. Experience in leadership roles with ability to work within a team, or as single contributor under Waterfall or Agile/Scrum frameworks. Accomplished project goals consistently with scalable and efficient code.

Education

Western New England University
Bachelor of Science in Computer Science

Aug 2019 - May 2023
Springfield, MA

Experience

Head Resident Advisor

Western New England University

Aug 2020 - May 2023
Springfield, MA

- Fostered relationships with hundreds of students and staff and networked with residents to ease transition to new living environment
- Responded to crisis situations while remaining calm to determine and provide the level of assistance required
- Resolved student disputes, complaints and grievances through mediation and intentional conversation
- Worked with STEM students through a Learning Interest Community, relating STEM concepts to everyday situations through programming, peer-to-peer mentoring and floor discussions

Social Media Manager Intern

Sarema Marketing

May 2020 - Dec 2020
South Windsor, CT

- Designed and implemented quality posts for client's various social media pages, massively improving traffic
- Scheduled content for publication on social media at ideal times
- Utilized Twitter, Canva, Facebook and Microsoft suite to engineer and promote products, services and content
- Employed graphic design software to prepare storyboards and mock-ups for client approval
- Built layouts according to customer parameters using HTML and CSS

Projects

Incremental Game | *HTML, CSS, Javascript, Python, Github, Django Rest Framework, React, Axios, Redux, Node.js*

- Designed incremental game with frontend using HTML, CSS and Javascript under React frameworks and backend using Django Rest Framework and Python to create API
- Implemented React Redux to distribute data store holding user and game data to multiple components throughout the frontend using slices and reducers
- Designed user authentication system to store and retrieve user data from backend API to populate scoreboard

Bear Necessities Market | *HTML, CSS, Javascript, Gitlab, Docker, VUE, Node.js*

- Implemented open source repository to engineer food pantry used by hundreds of students
- Constructed landing page using HTML, CSS and Javascript under VUE frameworks to store and access multiple components and user data
- Contributed in development team with scrum methodology using Gitlab and Docker

Weather Check Web Application | *HTML, CSS, Javascript, Axios, Github, React, VITE*

- Engineered user interface to relay GET requests through web API to return weather information
- Deployed VITE to engineer React project using HTML, Javascript and CSS
- Incorporated Axios to access web API and utilized Javascript to populate user interface

Skills

Languages: Java, Python, C, C++, SQL, Javascript, HTML, CSS

Frameworks: React, Node.js, NEXT.js, Django, Express.js, VUE, Bootstrap, Django Rest Framework

Developer Tools: Git, Docker, VSCode, MongoDB, VITE.js, AXIOS, CURL, Postman, Redux, Gitbash

Additional Skills: Feature implementation, Testing and deployment, Resolving obstacles and dependencies, Application design and development, Creation and use of API endpoints