Nathan Mannes

Software Engineer

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 nmannes

Proficient Technologies (Alphabetical)

CSS

Git

Golang/Go

HTML

JavaScript

SQL

Python

React.js

Technologies I have used

Bash/Shell Scripting

C

Java

Linux

Redis

Vue.js

Other interests

Bowling

Cooking

Dungeons & Dragons

Historical nonfiction

Podcasts

Stand-up Comedy

Tennis

Ultimate Frisbee

Employment

Sezzle Inc.
Software Developer

Minneapolis, MN
Sept. 2019 to Present

- Wrote several webpages to automate customer-service work flow, saving at least 1,000 person-hours in the past 9 months, using React.js with Redux, and wrote backend code in various HTTP-based Golang microservices to support the functionality
- Wrote unit and integration tests to ensure bugs stay fixed
- Implemented asynchronous event reporting
- Increased net transaction margin by creating rewards program to encourage users to pay with ACH instead of a debit/credit card
- Combined affiliate links and a Sezzle-issued credit card to allow customers to pay with Sezzle at retailers that Sezzle does not yet partner with
- Created Sezzle Spend, a way of giving customers credit for payment at any store Sezzle partners with

Carleton College
Computer Graphics Course Assistant

Northfield, MN
Jan. 2019 to Mar. 2019

- Held weekly lab hours to help students write and debug their C code
- Graded assignments based on code quality, efficiency, and output
- Tutored students 1-on-1 in the course material

FactSet Research Systems
Software Development Intern

Norwalk, CT
June 2018 to Aug. 2018

- Created internal website for monitoring errors within news-processing architecture using Python 3, Flask, Redis, Vue.js

Education

Carleton College
B.A. Computer Science 2019

Sept. 2015 to June 2019

GPA: 3.33
CS/Math Coursework: Data Structures, Algorithms, Data Science, Linear Algebra, Software Design, Computability and Complexity, Natural Language Processing, Artificial Intelligence, Quantum Computing, Computer Graphics.
Athletics: Finished 3rd at D-III College Ultimate Frisbee Nationals in 2018 and 2019

Projects

Satire Detection
May 2019 to June 2019

Used a naive-bayes classifier as a baseline for classifying headlines as either from The Huffington Post or from The Onion, and then used a perceptron algorithm to try to improve upon the baseline. It turned out that a naive-bayes approach was significantly better than the perceptron algorithm for this task. Used Python

Named-Entity Recognition
Apr. 2019 to June 2019

Created model using CoNLL 2003 Named-Entity Recognition dataset and achieved an ~83 f1 score using decision trees on pre-trained word vectors for classification. Used Python

Senior Capstone Project
Sept. 2018 to May 2019

Created home-network monitoring software to show users a detailed look into how their Internet-of-Things devices interact with the internet. Wrote with Python, Flask, SQL, and Vue.js

Political Rhetoric Analysis
Oct. 2018 to Nov. 2018

Scraped text of political rallies and programmatically analyzed them for populist rhetoric. Found, with statistical significance, that rallies held in swing states had a higher average amount of populist speech than those outside of swing states. Used Python and R

Volunteering

Dean Phillips For Congress (House Minnesota-03)
Wayzata, MN
May 2020 to Nov. 2020

Produced several HTML/CSS-based graphics for the winning candidate's campaign website