NATHAN MANNES

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EMPLOYMENT

Academia.edu · Software Engineer
Sept. 2021 to May 2023   Chicago, IL (remote
- Ingested hundreds of millions of additional academic paper metadata records from assorted academic datasets and managed the elevated write load
- Designed PostgreSQL database schema for a novel social media experience catered to academics. Also, contributed to frontend React components
- Interviewed candidates. Conducted tech screens and virtual-onsite interview
- Ideated and conducted AB tests on email marketing and site content that resulted in hundreds of thousands of additional papers claimed
- Created and edited webpages using React
- Created and modified API endpoints and webpages in a Ruby on Rails framework
- Onboarded three software engineers: 2 seniors and a new grad

Sezzle Inc. · Software Engineer
Sept. 2019 to Aug. 2021   Minneapolis, MN
- Modeled database, implemented changes to checkout process and frontend to create Sezzle Spend, a way of giving customers a discount on future orders, like a giftcard
- Managed a software engineer intern for 2 months
- Created rewards program that encourages users to pay with ACH instead of the expensive Stripe integration
- 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
- Wrote several webpages to automate customer-service work flow, saving at least 1,000 customer service hours over 9 months, using React.js with Redux, and wrote backend code in various HTTP-based Go microservices to support the functionality

Carleton College · Computer Graphics Course Assistant
Jan. 2019 to Mar. 2019   Northfield, MN
- Tutored students 1-on-1 in the course material and graded homework

EDUCATION

Carleton College · Sept. 2015 to June 2019
B.A. Computer Science 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 approach was significantly better than the perceptron algorithm for this task. Used Python

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 for analysis, and used Tableau for map graphics

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 the supposedly naive baseline was better than the perceptron algorithm for this task. Used Python

ACTIVITIES/VOLUNTEERING

Dean Phillips For Congress (House Minnesota-03)
May 2020 to Nov. 2020   Wayzata, MN
Produced several HTML/CSS-based graphics for the candidate's website

SKILLS

PROFICIENT TECHNOLOGIES (ALPHABETICAL): CSS/HTML, Git, Golang/Go, JavaScript, MySQL, PostgreSQL, Python, React, Ruby on Rails
TECHNOLOGIES I HAVE USED: Bash/Shell Scripting, C, dbt, Java, Ubuntu, Redis, Vue.js
OTHER INTERESTS: Bowling, Cooking, Historical nonfiction, Stand-up comedy, Ultimate Frisbee