NATHAN MANSKE

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EMPLOYMENT

Embedded Software Engineer — Carnegie Technologies — August 2019 - Present

- Design and develop software for gateway devices and a network server implementation for an industrial IoT project
- Implement a message queueing system for efficient communications between gateway devices and the cloud
- Deliver results using an Agile workflow and participate in code reviews for weekly releases
- Skills: C++, Python, Bash, Linux, MQTT, Wireless Networking

Computer Engineer — Erin Condren Design — October 2017 - July 2019

- Support the robotics and electronics automation process within a production environment
- Build a web app to analyze and accelerate item fulfillment and quality control tasks
- Develop embedded systems to increase the speed and accuracy of the order picking process
- Streamline business solutions using Google Apps Script and custom Slack bots
- Skills: C/C++, Python, Django, JavaScript, HTML/CSS, Bash, Heroku, Electron, Embedded Systems Design

Associate Software Engineer — Accenture — August 2016 - October 2017

- Managed wireless networking devices using service-specific interfaces
- Developed and tested new product features for various businesses
- Automated tasks to assist in network management and debugging
- Participated in a large and highly-effective Agile team
- Skills: Python, Bash, Wireless Networking

EDUCATION

Austin, TX — The University of Texas at Austin — May 2016

- **Major**: Electrical Engineering, B.S.E. (overall GPA: 3.33)
- **Programming Coursework:** Algorithms, Software Engineering and Design Lab, Software Design and Implementation
- **EE Coursework:** Embedded Systems Design Lab, Computer Architecture, Digital Systems Design, Circuit Theory

PROJECTS

- **Wi-Fi Enabled Voting Machine** - Designed a portable device using a custom PCB; submitted polling results to a server after verifying a unique PIN; displayed database contents in table and graph formats. Skills: C, LAMP, JavaScript, HTML.
- **BBQ Smoker Temperature Controller** - Fabricated a prototype that maintained the temperature of a smoker using a fan and control feedback loop; connected the controller to an Android phone via Bluetooth. Skills: C, Wireless Networking.
- **Online Multiplayer Maze Game** - Developed a competitive racing game using the Socket.IO protocol; included an in-game chat window and various player upgrades. Skills: JavaScript, HTML/CSS, PHP.

SKILLS

- **Software:** Python, C/C++, JavaScript, Java, Django, HTML/CSS, Git; Bash, SQL, Heroku, Electron
- **Hardware:** Embedded Systems Design, MCU and FPGA Programming, PCB Design, Wireless Networking

ACHIEVEMENTS

- **Third Place, Embedded Systems Design Lab Competition** - Achieved third place for the Wi-Fi Enabled Voting Machine project out of 35 projects.
- **News Article, Senior Design Project** - Featured in the Daily Texan Online for the demonstration of a BBQ Smoker Temperature Controller.