

NATHAN MANSKE

2202 W North Loop Blvd, Apt. 259
Austin, TX 78756

nathan@nmanske.me
(713) 401-8665

EDUCATION

Austin, TX	The University of Texas at Austin	May 2016
<ul style="list-style-type: none">• 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		

EMPLOYMENT

Computer Engineer	Erin Condren Design	October 2017 - Present
<ul style="list-style-type: none">• 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• Implement a barcode scanning system to be used in a customer order status tracker• <u>Skills:</u> Python, Django, C, JavaScript, HTML/CSS, Heroku, Electron, Bash, Embedded Systems Design		
Software Engineer	Accenture	August 2016 - October 2017
<ul style="list-style-type: none">• 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• <u>Skills:</u> Python, Bash, Wireless Networking		

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, JavaScript, C/C++, 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.