

NATHAN MEGERSA

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CS student seeking Software Engineering Intern roles. Build and test software in Python and C++ with strong DS&A/OOP fundamentals. Created Dockerized API + database systems with monitoring dashboards, and enjoy debugging, automation scripting, and collaborating across teams to ship reliable software.

EDUCATION

University of Colorado Boulder

B.S. Computer Science, Minor: Computer Engineering

GPA: 3.43 / 4.00

Relevant Coursework: Data Structures, Algorithms, Discrete Math, Computer Systems, Software Development, Databases

SKILLS

Languages: Python, JavaScript, C/C++, SQL, HTML/CSS

Backend/DB: Node.js, REST APIs, FastAPI, JSON, PostgreSQL, MySQL

Tools: Docker, Git/GitHub (branching, PRs), GDB, Visual Studio, VS Code, Testing, Postman, Mocha/Chai, Microsoft 365

Concepts: Data Structures, Algorithms, OOP, REST, Client/Server, Agile (Scrum), Debugging

Certifications: CompTIA ITF+

Soft Skills: Communication, Teamwork, Leadership, Problem-solving, Time-management

PROJECTS

Systems-Monitor (Full-stack, Python, Node.js, PostgreSQL, Docker, Chart.js)

GitHub

- Engineered a Docker Compose stack to ingest CPU/memory/disk metrics every 5s into PostgreSQL, using .env-driven configuration (host/port/credentials/interval) to run cleanly across machines.
- Implemented 3 FastAPI REST endpoints (/api/health, /api/latest, /api/range) and integrated a Node.js dashboard with 3 charts (CPU/memory/disk), including auto-refresh “Latest” and date-range filtering.
- Authored PostgreSQL queries with time-window filtering and timestamp ordering to feed dashboard charts. Enabled real-time “Latest” monitoring and historical CPU/memory/disk trend comparisons for debugging and performance investigations.

The Lion King Board Game (C++, OOP)

GitHub

- Built a 500+ line turn-based C++ game using OOP principles with modular classes for gameplay and state management. Implemented arrays and file I/O to store, update, and persist player progress and game state between runs.
- Architected modular classes for game state, player actions, and game flow to keep logic organized and reusable. Enhanced maintainability and scalability, supporting future feature additions and reducing refactor effort.

EXPERIENCE

STEM Intern | Project: Return to Work, Inc. — Boulder, CO

June – August 2025

- Optimized Microsoft 365 documentation workflows to improve clarity and consistency across two weekly reports.
- Organized and executed outreach campaigns across LinkedIn by creating press releases and tracking performance. Drove a 20% increase in engagement and contributed to stronger program visibility and audience reach.
- Coordinated across 3 teams to streamline project tracking and support on-time delivery of key initiatives.

Lead Retail Store Operations Associate | Big Lots — Aurora, CO

September 2023 – June 2024

- Headed front-end store operations by supporting cashiers, resolving customer issues, and maintaining fast, accurate checkout flow. Drove a 20% increase in monthly rewards program enrollments through consistent customer engagement.
- Managed inventory processes, reducing out-of-stock items by 15% through strategic restocking and organization.

LEADERSHIP

Soccer Referee, Soccer City Aurora

- Officiated weekly K-5 matches across 10+ schools, overseeing game flow and ensuring fairness, sportsmanship, and teamwork.

Church Youth Leader, Jubilee Evangelical Church

- Led weekly Bible lessons for 15+ youth (ages 3-7) and facilitated community volunteer events to support families in need.

ACTIVITIES

CABPES - MEP & JETS

- Completed CABPES Math Enrichment & JETS; built engineering projects and strengthened math skills/fundamentals.

NSBE Member

- Participated in NSBE workshops, technical talks, and on-campus networking events with engineers, alumni, and recruiters.

HackCU 11 Participant

- Collaborated in CU Boulder’s flagship 24-hour hackathon, attempting to build a working prototype under tight deadlines.

Volunteering

- Supported families and youth in need through YouthRoots; Food Bank of the Rockies; A Precious Child; Iron Sharp.

HONORS & INTERESTS

Honors: Dean’s List (Fall 2024, Spring 2025), CABPES JETS Award (2023)

Interests: AI, Game Development, Emerging Tech, Fitness, Nature/Travel, Community Service, Sports