

Nathaniel Nguyen

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Skills

Technologies: Ada, C/C++, Java, Python, MySQL, Regex, Unix Shell, L^AT_EX, GIT, Mecurial, JSON, XML, Maven, Gnu Make

Computer and OS: Linux, Windows, Mac OS X

Software: MS Visual Studio, Eclipse IDE, Vi/Vim

Projects:

Blitz Kernel

- Developed a kernel for the Blitz's architecture for an operating system class
- Implemented system calls such as read, write, fork, and exec
- Implemented a simple serial driver

Mini-Unix Shell

- Developed a working bash-like shell in Unix for a class
- Implemented features such as pipes and redirection
- Developed in C
- Used Make and CVS to manage and build the project

LizardTech's ClipZipShip Feature in GeoServer

- Developed a web application to save selected regions of raster images in multiple format and size
- Developed in Java
- Used Maven and Mecurial to manage the project

Blackjack Server and Client

- Developed a server and client for a Blackjack game that is able to run against/with other class member's server/client
- Used sockets to communicate between different clients and servers
- Developed in Python

Others: OO programming, functional programming, agile development

Experience

- **LizardTech**
Intern

Seattle, WA
Sept. 2012 – Jun. 2013

Education

- **Western Washington University**
Bachelor of Science in Computer Engineering; GPA:3.00
- **Edmonds Community College**
Associate in Science; GPA:3.00

Bellingham, WA
Sept. 2010 – Jun. 2013
Lynnwood, WA
Sept. 2008 – Jun. 2010