

# Nathaniel Nguyen

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## Skills

**Technologies:** Ada, C/C++, C#, Java, Python, MySQL, Regex, Unix Shell, L<sup>A</sup>T<sub>E</sub>X, 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

- Develop a server and client for a Blackgame 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*

Bellingham, WA

*Sept. 2010 – Jun. 2013*

- **Edmonds Community College**

*Associate in Science; GPA:3.00*

Lynnwood, WA

*Sept. 2008 – Jun. 2010*