Nathan Schucher

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Experience

Sept. 2016 -Participant, Recurse Center Dec. 2016 Implemented deep recurrent machine reading model in TensorFlow. Began work on computation graph library with automatic differentiation (ongoing). Began work on drag-and-drop interface for Keras deep learning library in React (ongoing). Aug. 2015 -Software Developer, Morgan Stanley Sept. 2016 Built and maintained frontend and backend features for internal social networks. Managed complex data model mapping with Hibernate. Summer 2014 Summer Technology Analyst, Morgan Stanley Analyzed code, data flow, and job histories to daily reporting process. Reduced processing time from 2 hours to 15 minutes. Eliminated technical debt and shrunk code base size by 80%. Winter 2014 Research Assistant, Department of Fisheries & Oceans Read, and implemented oceanographic numerical computation methods from oceanographic research papers. Implemented Matlab algorithms for volumentric time series datasets in a compute and memory limited environment. Summer 2013 Junior Software Developer, General Dynamics Canada Worked effectively in a small agile team to plan and complete tasks on schedule. Built components for submarine acoustic signal processing displays. Performed technical and non-technical demonstrations for government representatives. Summer 2012 **Instructor**, Real Programming for Kids Taught students ages 10-16 how to program video games using real world programming languages (C++, Java, C#, Visual BASIC).

Education

Summer/Fall

2010

B. Sc. Major Co-op Mathematics & CS Distinction, Dalhousie, Halifax Foundation Year Liberal Arts Programme, University of King's College, Halifax

Franklin Academy's weekly special courses (Still in use today).

Technical Skills

C, C++, D-lang, Python, Java, ES6, React, Redux, Keras, TensorFlow

Awards, Achievements

Schol	arships	King's U	Univ S	Schol	larship	(2012,	2013,	2014)

President's List 2011-2015

Winner American Natural History Museum Hackathon 2016 Contests

Web Developer, Ursula Franklin Academy

Finalist University of Toronto Computer Science Fair 2010 – Java Client/Server Chat Finalist University of Toronto Computer Science Fair 2011 – C++, OGL Arcade Shooter Dalhousie ACM Team, 2013-2014 Google Code Jam, 2011-2016

Lead development of a web application for the registration and management of Ursula

Waterloo Computing Competition Participant, 2009-2011