

NATHANIEL DAVIS

+1 (202) 494-9466 | nate@qstreet.org | ntedvs.com | linkedin.com/in/ntedvs | github.com/ntedvs

EXPERIENCE

Information Technology Intern

Jun 2024 – Jul 2024

U.S. Embassy

Addis Ababa, Ethiopia

- Managed infrastructure including imaging 40+ computers and maintaining 200+ systems with networking and remote machine maintenance
- Developed QR inventory management system for CLO office through close collaboration with team stakeholders, using modern web technologies and cloud database with tagging functionality for comprehensive box-to-item tracking

Freelance Web Developer

Sep 2023 – Present

Briggs Davis

Remote

- Delivered web solutions for clients including nonprofits using modern web frameworks and content management systems with focus on donation systems and membership management
- Integrated Ethiopian payment systems and built secure cloud database systems for e-commerce platforms including comprehensive jewelry inventory management systems
- Developed complex business applications including a construction calculator with real-time cost and efficiency optimization features

PROJECTS

Oderum

- Implemented machine learning recommendation system using AI-powered recommendation algorithms to analyze and match across 300+ fragrances and notes
- Engineered training pipeline through automated data collection to generate 1000+ similarity pairs for model fine-tuning
- Built full-stack application with modern web framework and database supporting comprehensive user reviews and personalized fragrance lists

Jazzio

- Developed bilingual membership platform for U.S. Embassy Addis Ababa supporting 20,000+ members with English/Amharic registration forms and Ethiopian calendar integration based on requirements gathered from embassy staff
- Reduced staffing requirements by 30% and processing time by 25% through QR-based verification system with real-time analytics tracking gender and retention metrics
- Implemented custom form validation using cloud database systems to handle Amharic text input and dual-language database architecture

Shrine

- Built complete chess engine in Rust capable of evaluating millions of board positions and achieving 12-move search depth for strategic gameplay
- Optimized performance through efficient memory usage and search algorithms, enabling fast position analysis and move calculation

SKILLS

Languages: JavaScript, TypeScript, Python, Rust, Java, HTML, CSS, SQL, WebAssembly

Frameworks: React, Svelte, Next.js, Remix, PyTorch, FastAPI

Databases: PostgreSQL, SQLite, MongoDB, Redis, Pinecone

Cloud: AWS, GCP, Azure, Vercel, Netlify, Firebase, Supabase, Cloudflare

Tools: Stripe, Git, Playwright, Linux, Jest, Unity, Unreal

EDUCATION

University of Pittsburgh

Pittsburgh, PA

Bachelor of Science, Computer Science

Aug 2025 – May 2029