NATHANIEL DAVIS

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EXPERIENCE

Software Engineer Intern   **Oct 2024 – Present**
DealerPulse   *Remote*
- Built full-stack notification system with admin interface using Next.js and Supabase for creating and managing user notifications
- Implemented cron-based scheduler with APNS integration using Swift to deliver personalized messages at specified times, driving user engagement and app retention

Information Technology Intern   **Jun 2024 – Jul 2024**
U.S. Department of State   *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

PROJECTS

Oderum
- Implemented machine learning recommendation system using AI-powered algorithms and automated training pipeline to analyze and match across 300+ fragrances, generating 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 30,000+ members with English/Amharic registration forms and Ethiopian calendar integration from embassy requirements
- 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