Nathan T. Peterson

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github.com/ntpeters

Experience

- **Garmin International** — Olathe, KS
  Software Engineer Intern — *May 2013 - August 2013*
  - Developed a data conversion tool in Python to allow viewing of aircraft log data in Microsoft Excel and Google Earth
  - Maintained and updated data loggers for two avionic systems, written in C

- **Jackson National Life** — Houghton, MI / Lansing, MI
  iOS Developer Intern — *August 2013 - Present*
  - Developing an iOS application for use by recruiters when on-site at career fairs
  - Native iOS7 application developed in Objective-C for iPhone and iPad

  Intern Project Lead — *January 2013 - May 2013*
  - Assisted in leading the development of an internal web application for developer performance tracking
  - Developed using Java Server Faces, using a DB2 database, and deployment via a JBOSS server

  Systems & Programming Intern — *May 2012 - August 2012*
  - Developed an enterprise-level web application on a team to streamline many common daily tasks
  - Primary development in Java, JSP, and JavaScript

- **GE Aviation** — Houghton, MI
  Simulations Systems Intern — *September 2012 - December 2012*
  - Maintained new and legacy code for aircraft systems written in C++, C#, and VB.NET

Projects

- **UnityDrive** — https://github.com/ntpeters/UnityDrive
  Started at MHacks 2013, UnityDrive aims to unify a user's cloud storage services by linking them together in a single application.

- **Broderoids** — http://goo.gl/aWPtB
  Cross-platform, multiplayer Asteroids clone developed on a team in Java using LibGDX. Now available on Google Play.

Languages

Java, C++, C, Python, JavaScript

Education

- **Michigan Technology University** — Houghton, MI
  Bachelor of Science in Computer Science — *Expected Grad: May 2014*
  Cumulative GPA: 3.26
  - **Key Courses:** Concurrent Computing, Systems Programming, Operating Systems, GPU and Multicore Programming, Computer Networks
  - **GPU Research**
    Undergraduate Research Assistant
    * Researched the performance impact of using hardware supported vector types in CUDA and OpenCL as compared to a standard loop unroll with prefetching
  - **ACM@MichiganTech**
    Founding Member
    * Assisted in the foundation of the Michigan Tech chapter of ACM
    * Helped to organize the first TechHacks hackathon at Michigan Tech

- **Programming Competitions:** ACM ICPC (2011-2013), NMU Programming Contest (2012-2014), Michigan Tech BonzAI Brawl (2012-2014), UIUC MechMania (2013)