Nathan **Walters**

SOFTWARE ENGINEER

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Education

University of Illinois Urbana-Champaign	*Champaign, IL, USA*
BACHELOR IN COMPUTER SCIENCE	*2015-2019*

- Cumulative GPA: 3.95/4.0

Experience

PrairieLearn, Inc.	*Remote*
CTO/CONTRACTOR	*2021-present*

- Developed tools to further automate the deployment of new code to cloud infrastructure
- Reviewed pull requests from external contributors
- Designed and implemented Zoom integration for testing platform

NerdWallet	*San Francisco, CA, USA*
CONTRACTOR	*2021-present*

- Contributed features and fixes to standardized JavaScript tooling

NerdWallet	*San Francisco, CA, USA*
SOFTWARE ENGINEER I, SOFTWARE ENGINEER II, SENIOR SOFTWARE ENGINEER	*2019-2021*

- Led the development and rollout of a tool to standardize the way that JavaScript code is built, linted, and tested
- Revamped design system style guide to be easier to maintain and more feature-rich
- Consolidated design system component library into a single package to streamline the update process for consuming teams
- Contributed enhancements and fixes to a wide variety of internal tools, configs, and platforms

NerdWallet	*San Francisco, CA, USA*
INTERN	*Summer 2018*

- Built tool called Shepherd to automate code changes across all repositories
- Open-sourced Shepherd and evangelized it both inside and outside NerdWallet
- Wrote migrations for the tool to update apps to React 16, update their dependencies, use new versions of design system components, and more

Zillow	*Seattle, WA, USA*
INTERN	*Summer 2017*

- Designed and implemented feature discovery callouts to help drive engagement with the save search and save home features
- Assisted with moving the website nav and footer out of the existing monolithic web application and into a microservice
- Wrote community guidelines and documentation for Zillow's open source efforts
- Created data entry interface for building managers as part of a project to bring special offers to rental listings