

# Nathan Pointer

([nwpointer.github.io](http://nwpointer.github.io))

9712070341  
Eugene, OR

[nwpointer@gmail.com](mailto:nwpointer@gmail.com)  
(971) 512-7568

I wrap algorithms and data structures in human friendly packages.

## EXPERIENCE

### **Lead Developer, Dyscover.me:** 6/2014 - Present

- My clickable prototype helped our team get into RAIN, a local startup accelerator. We currently have several clients beta testing software I made.  
<http://dyscover.github.io/>

### **Developer, UO International department:** 9/2014 - Present

- My work on an interactive map that highlighted the international effect of UO researchers won 2nd place in the 2015 CASE District VIII Communication Awards competition.  
<http://globalresearch.uoregon.edu/>

### **Co-founder, Fansourcemusic.com/ Gathrevents.com:** 10/2013 - 7/2014

- My friends and I thought it would be interesting to crowdfund concerts so I built a working prototype and reached the final round in a University sponsored shark tank (a business presentation event like the ABC show of the same name)

### **Design & development of e-commerce site for local clothing brand:** 6/2013-9/2013

- I successfully managed my first freelance project, building and designing an e-commerce platform for my client that automatically printed and shipped orders through shirts.io.

### **Front end developer, University of Oregon Conference department:** 6/2012-6/2013

- I reduced customer support costs and improved usability of the conference departments presentation proposal tool. Used git in team context daily

## COMMUNITY INVOLVEMENT

### **UO Web Development Club Board Member:** 4/2014 - Present

- I am really passionate about web technologies and I helped build a community around them here at the UO. I gave several talks, helped write tutorials and designed our posters. We meet every other week and usually have 25+ members in attendance.

### **code day, pdx (hackathon)**

- I presented my idea for a dnd campaign manager app, recruited a team, and we built it in under 24 hours! I planned the architecture and helped some of our less experienced team members push features so everyone felt involved and had a good time.

### **Notable side projects**

- C++ to JavaScript cross compiled fantasy terrain generator.
- Rougish: browser based rouge-like adventure game.
- Placefull: location based messaging service built to demo the flask framework.

**TECHNICAL PROFICIENCIES:**

I started out teaching myself php, played with Ruby but nowadays I build most of my apps in JavaScript. I will always have a soft spot in my heart for functional languages and am working on beefing up my c++ knowledge.

Favorites:

Node, lib-sass, sublime, socket.io, reactjs, underscore, mongo, vagrant, three.js , bootstrap, zepto, Shopify, emscripten, Jekyll.