

Nathaniel Wubie

(407)-590-5790 | nwubie@ufl.edu | [linkedin.com/in/nathanielwubie](https://www.linkedin.com/in/nathanielwubie) | github.com/nwubie

EDUCATION

University of Florida

Gainesville, FL

Bachelor of Science in Computer Science, Minor in Digital Arts and Sciences

Aug. 2021 – May 2025

Relevant Coursework: Programming Fundamentals 1 & 2, Foundations of Digital Culture, Applications of Discrete Structures, Introduction to Computer Organization, Intro to Digital Technologies, Data Structures & Algorithms, Intro to Software Engineering

Organizations: ColorStack, NSBE, SHPE, Software Engineering Club

SKILLS

Languages: C/C++ (proficient), Java/JavaScript (proficient), HTML/CSS (proficient), Python (familiar), ARMv8 (familiar), SQL (familiar)

Developer Tools: VSCode, XCode, Git, CLion, IntelliJ

Graphics Software: Adobe Creative Suite, Blender, Cinema4D, GIMP

Certifications: Adobe Photoshop & InDesign, Microsoft Word, PowerPoint, & Excel

PROJECTS

HumorAPI | C#, Unity, HumorAPI

March 2023

- Developed a Windows application that generated jokes based on users' selection, utilizing a database of over 10,000+ jokes
- Provided therapeutic humor-based interventions for mental health support
- Collaborated with a group during RoboTech's annual hackathon to ensure on-time project submission

Minesweeper | C++, SFML, XCode

May 2022

- Produced, independently, a customizable version of the classic game Minesweeper; users are able to select the amount of tiles and mines they want present on their board
- Implemented the Simple and Fast Multimedia Library (SFML) to display various graphics & textures within the program
- Overcame and resolved issues in source code by debugging

Image Transformer | C++, CLion, CLI, Git

March 2022

- Constructed a program that transformed .tga images by using bit-wise operations to alter the RGB values of pixels
- Image modifications such as screening, overlaying, subtracting, and multiplying were performed on several image files

EXPERIENCE

Freelance Graphic Designer

April 2015 – Present

Personal

Orlando, FL

- Created designs for individuals, clubs, organizations, etc. both for profit/non-profit and generated over \$3,000 in revenue
- Familiarized myself with several computer graphics software (2D and 3D) such as Adobe Creative Suite, Blender, Cinema 4D, GIMP
- Communicated with clients to understand their visions while revising work to improve client satisfaction
- Portfolio: nathanielwubie.wordpress.com

Event Staff Supervisor

August 2022 – Present

Stephen C. O'Connell Center

Gainesville, FL

- Delegated and lead crews of various sizes during events with 10,000+ attendees
- Coordinated event logistics in coordination with co-leads through careful planning
- Maintained an open stream of communication with administrators/division heads & attend monthly divisional meetings
- Consulted patrons and use conflict resolution skills to ensure quality customer service