NATHANIEL WUBIE

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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, Applied Discrete Structures, Introduction to Computer Organization, Data Structures & Algorithms, Intro to Software Engineering, Operating Systems
Organizations: ColorStack, NSBE, SHPE, Software Engineering Club

TECHNICAL SKILLS

Languages: *Proficient*: C/C++, Java/JavaScript, HTML/CSS   *Familiar*: Python, ARMv8, SQL, YAML, LaTeX
Developer Tools/Frameworks: Microsoft Azure, Azure DevOps, VSCode, Git, React, Node.js, Next.js, PostgreSQL
Graphics Software: Adobe Creative Suite, Blender, Cinema4D, GIMP
Certifications: Adobe Photoshop & InDesign, Microsoft Word, PowerPoint, & Excel

EXPERIENCE

Software Engineer Intern — June 2024 – August 2024
Liberty Mutual Insurance — *Seattle, WA*
- Engineered CI/CD pipelines using Azure DevOps to automate the deployment of code to Azure virtual machines, ensuring timely and consistent software patches
- Developed a YAML configuration to streamline the installation and updating of utilities on Azure VMs, significantly reducing manual intervention
- Managed high-volume content ingestion processes, effectively handling nearly 25 million documents annually

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

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
- Design Portfolio: nathanielwubie.wordpress.com

PROJECTS

MelodyMatrix | *Next.js, React, Stripe, Supabase, PostgreSQL, Tailwind* — September 2023
- Developed a full-stack music streaming application using Next.js and React that closely replicates the functionality and user experience of Spotify
- Implemented user authorization and a premium subscription feature using Stripe, ensuring a seamless and secure payment experience
- Integrated APIs for the use of displaying music content such as album art, track information, artist details, etc.

WAD File System | *C++, FUSE API, Linux* — April 2024
- Developed a library to read and write WAD files and implemented a user space file system daemon using the FUSE API
- Engineered a dynamic directory and file structure within the WAD file system to enhance data organization and retrieval
- Created and managed file system operations such as retrieving attributes, managing directories, and reading and writing to files