

Nathan Struhs

nathanstruhs.com
github.com/nathanstruhs

Bend, OR
541 604 1942
struhsn@oregonstate.edu

Experience

Technical Intern

Tech Soft 3D - Bend, OR | October 2017 - Present

- Develop and maintain marketing demos of 3D web visualization toolkits using Javascript, JQuery, HTML5, and CSS.
- Implement testing environment for product demos utilizing AWS EC2 and Route 53.
- Automate internal processes with Python.

Software Developer

OSU Cascades - Bend, OR | April 2017 - September 2017

- Built Ecotone, a web and mobile application that enables users to identify and track native plant species on the OSU Cascades campus, using Ruby, Rails, Postgres, Heroku, Rspec, and Swift.
- Implemented complete test suite with 85% coverage.
- Collaborated with stakeholders using Basecamp.

Web Content Specialist

G5 Search Marketing - Bend, OR | April 2014 - December 2016

- Managed content and design of production websites across multiple verticals with HTML5, CSS, and in-house CMS.
- Communicated with project managers in an Agile/Scrum environment to meet weekly deadlines.
- Launched new customer websites, configuring DNS and third-party integrations.

Projects

BDA Explorer

OSU Laymen Fellowship | January 2018 - March 2018

- Built a web application that allows users to register and document beaver dam analog projects with Ruby, Rails, Heroku, and RSpec.
- Communicated with stakeholders for requirements gathering to create a software specification including scenarios, flowcharts, and screen-by-screen specs.

Education

BS Computer Science

- GPA: 3.9
- Expected graduation Spring 2019