Nathaniel Turley

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Employment

Razorfish Atlanta, GA June 2013 – Present

Software Engineer – Emerging Experiences

- Work as member of highly creative, cross disciplinary team primarily focused on developing interactive experiences for retail, tradeshow, and museum environments
- Perform in high stress trade show situations. Installing, maintaining experiences, and telling the story of the project
- Participate in ideation sessions designed to explore uses for new and emerging media technologies such as Kinect, Leap Motion, Myo, and others
- Researched and presented on emerging trends in wearable technology
- Assisted in managing official group twitter handle: @razorfishee
- Rapidly create prototypes for demonstration at pitches and iterate towards a final project
- Perform onsite installation and QA testing of projects at client sites
- Develop new tools and reusable code as needed by a project
- **www.emergingexperiences.com**

Spectra Logic Boulder, CO May 2012 – August 2012

Software Engineer

- Develop user interface for large scale magnetic tape libraries
- Develop and test cross platform API for legacy MFC code (C++)

CU Environmental Center Boulder, CO Jan 2012 – May 2013

Android Developer

- Design and developed smart phone app aimed at encouraging use of sustainable transportation
- Extensive use of Google Maps API

Send It! Apps Breckenridge, CO Sept 2011 – Dec 2012

Android Developer

- Develop two Android apps currently selling on the Android Market
- Port existing iPhone code for use on Android platform

Education

University of Colorado, Boulder Class of 2013

B. S. Electrical & Computer Engineering

Skills

Development

- Advanced or better in most object oriented languages including C/C++, C#, Java
- Proficient in application frameworks such as Cinder, Open Frameworks, Processing, Android, WPF, Windows Forms
- Working knowledge of graphics APIs including OpenGL, DirectX, GLSL
- Proficient in standard web technologies including node.js, html, xml, javascript

Hardware

- Advanced or better knowledge of Atmega microcontrollers including Arduino IDE
- Experience with IEEE 802.15.4 mesh networks
- Proficient with basic circuit design and preparation for fabrication

Software

- Proficient with technical software including SolidWorks, LTSpice, MatLab, Wolfram Mathematica, Blender, Autodesk Inventor
- Proficient with creative software including Adobe Photoshop, Illustrator, After Effects, Ableton Live
- Exploring other media software including Touch Designer