

## NATHANAEL BRACY

bracynj@clarkson.edu — bracynj@ieee.org — (413) 801-7771 — <https://bracy.dev>

### School Address

Department of Electrical & Computer Engineering  
Clarkson University  
Potsdam, New York 13676

### Permanent Address

359 Hartford Pike  
Dayville, Connecticut 06241

## OBJECTIVE

Highly motivated Computer Engineering major with a broad interest in software development and embedded systems seeking an internship/entry level position.

## EDUCATION

### ACADEMIC HISTORY

*Bachelor of Science*, Computer Engineering  
Clarkson University, Potsdam, New York

August 2023 – May 2026

- Recipient of a Clarkson Engineering Scholarship in recognition of academic excellence.

*Undergraduate Coursework*, Computer Engineering  
Connecticut State Community College, Danielson, CT

August 2022 – May 2023

*Undergraduate Coursework*, Liberal Arts  
Thomas Aquinas College, Northfield, MA

August 2021 – May 2022

### RELEVANT COURSEWORK

- Systems and Signal Processing
- Front-End Web Development
- Data Structures and Algorithms
- Computer Networks
- Embedded Systems

## PROJECTS / CONTRIBUTIONS

Rappo

<https://buildrappo.com/>

- I built the website based on our designer's specifications, and am working with the rest of the team to build out our platform.

Shards, Maintainer

<https://github.com/servusdei2018/shards>

- Shards is an open-source library I created that extends discordgo with seamless integration with Discord's Sharding API.

Yarn Social, Contributor

<https://git.mills.io/yarnsocial/yarn>

- Refactored auth/login flow to redirect users to the page from which they logged in.
- Redesigned the server-side in-memory cache to resolve issues related to performance and cache consistency.
- Implemented support for feed avatars and descriptions.
- Improved support for Twitter/X feed aggregation.

RavynOS, Contributor

<https://github.com/ravynsoft/ravynos>

- Implemented automatic mounting of removable media under the /Volumes directory.

Bumble, Contributor

<https://github.com/google/bumble>

- Implemented an asynchronous write queue for the PacketSink class, ensuring writes are properly awaited.

NVIDIA Container Toolkit, Contributor

<https://github.com/NVIDIA/nvidia-container-toolkit>

- Introduced shell metacharacter escaping for exec, to help prevent injection attacks.

React Native Windows, Contributor

<https://github.com/microsoft/react-native-windows>

- Fixed TextInput.isFocused() to correctly handle a null focused input.
- Replaced usage of private function \_Starts\_with() with C++20 standard std::string.starts\_with().
- Replaced an instance of a std::string with a string view, avoiding an unnecessary copy.

## SKILLS

- Solid working knowledge of Linux, git, make, and Docker.
- Proficient in microservice architecture and REST APIs.
- Expertise in C++, Go, Python, TypeScript, JavaScript, LaTeX, Markdown, HTML5 and CSS.

## MEMBERSHIPS

Institute of Electrical and Electronics Engineers (IEEE)

Clarkson Open-Source Institute (COSI)

Clarkson University Outdoors Club (CUOC)