STEPHEN NAH

snah@andrew.cmu.edu 201-625-5229
https://stephennah.live/ https://github.com/snah0902

EDUCATION

Carnegie Mellon University **Pittsburgh, PA**
Bachelor of Science in Computer Science, Minor in Physics *May 2025*
GPA: 3.96/4.0
Relevant Courses: Database Systems, Introduction to Computer Systems, Introduction to Computational Physics, Algorithm Design and Analysis, Parallel and Sequential Data Structures and Algorithms, Principles of Functional Programming

EXPERIENCE

Teaching Assistant **Pittsburgh, PA**
Carnegie Mellon University *January 2023 – Present*
- Lead weekly recitation lectures and hold office hours for Principles of Functional Programming
- Provide feedback on hundreds of students' homework assignments and exams
- Create and playtest course material

CMU Computer Science Academy CPCS/Outreach Team **Pittsburgh, PA**
Carnegie Mellon University *July 2022 – Present*
- Design and review content for online Python curriculum made for high school students and CMU students enrolled in introductory programming course
- Co-lead professional development sessions to teach course content to high school teachers

Supplemental Instruction Leader **Pittsburgh, PA**
Carnegie Mellon University *August 2022 – December 2022*
- Led weekly study sessions for Physics I for Science Students
- Created problem worksheets and solutions for sessions
- Utilized collaborative activities to engage students with each other

PROJECTS

Sprintdle
Personal Project *August 2023*
- Built a website application inspired by Wordle using HTML/CSS and Javascript
- Implemented multiple diverse game modes such as Classic, Frenzy, and Survival
- Designed a how-to-play section and a statistics section based off local storage

Malloc Lab
Introduction to Computer Systems Project *July 2023*
- Implemented a dynamic memory allocator for C programs via segregated free lists
- Achieved 74% utilization and 7k+ throughput

paigeBot
Personal Project *January 2023*
- Created a social media application that quizzes users about images from entertainment media
- Used Python to request from multiple database APIs and scheduled coroutines concurrently

Cold Gravitational Collapse Simulation
Introduction to Computational Physics Final Project *December 2022*
- Simulated three-dimensional N-body system using particle-mesh (PM) method
- Evolved gravitational collapse and explored resolution limitations of PM code
- Utilized Python libraries such as numpy, matplotlib, and scipy

SKILLS

Languages: Python, C, Standard ML, OCaml, HTML, CSS, Javascript
Other: Git, LateX, Mathematica, Autodesk Inventor, Video Editing