

Nate Thompson

nate@natethompson.io | www.natethompson.io

EDUCATION

Georgia State University Atlanta, Georgia

August 2016 – present

Pursuing a B.S. in Computer Science

Expected graduation: May 2020

- Concentration in Computer Software Systems
- Cumulative 3.22 GPA

WORK EXPERIENCE

Apple Cupertino, California

May 2019 – August 2019

Software Engineering Intern — Embedded Field Diagnostics

- Prototyped cross-platform app using SwiftUI for internal diagnostic suite
- Architected new iOS feature based on push notifications, and built proof-of-concept client implementation
- Worked with other departments to improve system frameworks

Ingenious Med Atlanta, Georgia

May 2017 – August 2017

Mobile & Web Automation Intern

- Updated and resolved issues with hundreds of automated tests for the Ingenious Med web and iOS apps
- Collaborated with QA on application issues and intended functionality
- Participated in regression testing on the web app

EXTRACURRICULAR ACTIVITIES

Personal Projects

- *MusicKit for Mac* — Built Swift wrapper around Apple's MusicKit JS API, enabling Apple Music playback in native macOS apps
 - Runs MusicKit JS in hidden WKWebView, generating JavaScript input and decoding the result
 - Designed to mirror the structure of MusicKit JS, with adaptations to follow Swift conventions
- *Shuffle* — Wrote macOS app for shuffling music using MusicKit for Mac
 - Designed to look like a certain screenless music player, implemented using custom SwiftUI controls
- *Shifty* — Created open-source macOS menu bar app that gives more control over system feature Night Shift
 - Utilizes private Apple framework to control Night Shift because there is no first-party API
 - Collaborated with several other open-source developers to add features and fix issues
- *Blog* — Wrote comprehensive guide on implementing drag and drop with Cocoa's NSTableView

Organizations

- Georgia Tech iOS Club — Senior Tech Lead (*Jan. 2018 – present*), Member (*Jan. 2017 – present*)
 - Worked with a team of officers to teach and present basic iOS concepts through weekly lessons
- PantherHackers — iOS Interest Group Leader (*Sep. 2018 – Apr. 2019*)
 - Taught students iOS development basics with a curriculum including Swift, UIKit, and Auto Layout

AWARDS & ACHIEVEMENTS

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- HackCU 2017 — won 2nd place for Siri web client *SiriQuery*
 - Built Mac app which passes audio recorded in browser to Siri then records, screenshots, and returns response
 - DerbyHacks 2017 — won most technical hack award for cross-platform mobile game *Telephone Pictionary*

SKILLS

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- Strong experience with Swift and iOS & macOS development (AppKit, UIKit, and SwiftUI)
 - Experience with Objective-C, Java, JavaScript, and Python
 - Comfortable giving technical demos and oral presentations in front of audiences