Nate Thompson

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EDUCATION

Georgia State University Atlanta, Georgia August 2016 — present

Pursuing a B.S. in Computer Science

- Expected graduation: May 2020
- Excellence Scholarship Recipient

WORK EXPERIENCE

Ingenious Med Atlanta, Georgia May 2017 — August 2017

Mobile and 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

Augusta University Augusta, Georgia September 2015 — present

Audio Engineer

- Recorded and edited audio of children and adults speaking in a studio
- Edited full stories for inclusion on hearatale.com literature catalog
- Edited individual words and phrases for inclusion in apps to foster childhood literacy

Allen Organ Studio of Augusta Augusta, Georgia May 2014 — June 2016

Contract Laborer

- Worked on procedure for moving and reassembling large electronic organ
- Performed other physical labor, usually involving moving large parts

EXTRACURRICULAR ACTIVITIES

Personal Projects

- *Shifty* — Created open source macOS menu bar app that gives more control over Night Shift
  - Utilizes private Apple framework to control Night Shift because it is the only way for a third party to access the feature
  - Over 1000 monthly active users and over 250 stars on GitHub repository
- *Hangman* — Developed iOS app for playing Hangman
  - Includes fun graphics and words randomly selected from a library of 1000 words

Organizations

Member of Georgia Tech iOS Club *(Jan 2017 - present)*

- Worked on different prototypes of iOS apps, learning about different developer tools

Member of Wolf PAC *(July 2016 - present)*

- Organized activism-related events and attended group meetings with state representatives

AWARDS & ACHIEVEMENTS

- HackCU 2017 — won 2nd place for Siri web client *SiriQuery*
- DerbyHacks 2017 — won most technical hack award for cross-platform mobile game *Telephone Pictionary*
- Georgia Tech iOS Club Demo Day 2017 — won 4th place with app *Hangman*

SKILLS

- Strong experience with Java, Swift, Selenium, and Appium
- Exposure to iOS, macOS, and Android Development, C#, HTML, and CSS
- Understanding of computer hardware and experience in replacing parts
- Strong problem-solving skills