Nate Thompson

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EDUCATION

Georgia State University Atlanta, Georgia

August 2016 – May 2020

B.S. in Computer Science

- Concentration in Computer Software Systems
- Cumulative 3.29 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 – May 2020),* Member *(Jan. 2017 – May 2020)*
  - 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

- 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

- 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