

# Nate Thompson

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## EDUCATION

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**Georgia State University** Atlanta, Georgia

August 2016 – May 2020

*B.S. in Computer Science*

- Concentration in Computer Software Systems
  - Cumulative 3.29 GPA
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## WORK EXPERIENCE

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**Apple** Cupertino, California

May 2019 – August 2019

*Software Engineering Intern — Embedded Field Diagnostics*

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

**Contract Work**

July 2020 – present

*iOS Engineer — Food Sense Guide app*

- Delivered update with several new features and bug fixes
- Redesigned data format containing over 300 foods and their compound levels for easier collaboration

**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
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## EXTRACURRICULAR ACTIVITIES

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### 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 web view, generating JavaScript function calls and decoding the result
  - Designed to mirror the structure of MusicKit JS, with adaptations to follow Swift conventions
- *shuffl* — Wrote macOS app for conveniently shuffling playlists using MusicKit for Mac framework
  - Features an intricate design implemented with 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 a first-party API is nonexistent
  - 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
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## AWARDS & ACHIEVEMENTS

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- HackCU 2017 — won 2<sup>nd</sup> 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*
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## 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