

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

- Concentration in Computer Software Systems
- Cumulative 3.10 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

- *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`
- *Scrollable NSSlider* — Published a Swift class that allows macOS's `NSSlider` to be adjusted by scrolling
 - Used as a dependency in applications by several other developers
- Web Development — Built responsive, static websites using Jekyll
 - Developed personal site at www.natethompson.io and project site at shifty.natethompson.io
 - Contracted to build website for indie developer — www.calstephens.tech

Organizations

- PantherHackers — iOS Interest Group Leader (*Sep. 2018 – present*)
 - Taught students iOS development basics with a curriculum including Swift, UIKit, and Auto Layout
- 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

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*
 - Georgia Tech iOS Club Demo Day 2017 — won 4th place with app *Hangman*

SKILLS

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- Strong experience with iOS & macOS development, Swift, Objective-C, and Java
 - Experience with C, C#, JavaScript, HTML, CSS, MATLAB, and Android development
 - Comfortable giving technical demos and oral presentations in front of audiences