

Nathan Sanchez

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Summary	<p>After achieving my master's degree in computer science, I am hoping to start my career in software development. I am looking for an opportunity to challenge myself and to allow myself to continue to learn and grow as a programmer. I am eager to show that I am hardworking and to apply what I've learned on real-world projects.</p>
Education	<p>DePaul University – Chicago IL MS Computer Science GPA 3.743</p> <ul style="list-style-type: none">Graduated August 2023 <p>DePaul University – Chicago IL BS Computer Science with Minor in Data Science GPA 3.518</p> <ul style="list-style-type: none">Graduated March 2021 Cum Laude from Honors Program
Work Experience	<p>IT Operations Engineer at DePaul University CDM Jan 2022 - Present</p> <ul style="list-style-type: none">I am responsible for managing and upgrading CDM's computers for faculty, staff and labs, as well as troubleshooting and resolving technical issues with CDM hardware. I also help supervise our team's student workers and delegate issues as they arise. <p>Tech Support at DePaul University CDM Nov 2019 - Dec 2021</p> <ul style="list-style-type: none">I assisted faculty, staff and students with their technical issues regarding CDM labs and computers. As well helping maintain computers and printers.
Projects	<p>Kumquat</p> <ul style="list-style-type: none">Summary - Kumquat is a dynamically typed and interpreted programming language using Java. I have started the process of learning to create a virtual machine in C. <p>TeamSpot</p> <ul style="list-style-type: none">Summary - I was responsible for the backend on a web based team management app, using NodeJS and a REST API. <p>Azul Engine</p> <ul style="list-style-type: none">Summary - The base for a C++ game engine, components of this project include a library for linear algebra, a from scratch animation system, converting GLTF files and storing them using protocol buffers, and creating a wrapper for the WIN32 API for opening and reading files. <p>MetroMaze</p> <ul style="list-style-type: none">I was the programmer for a team that built a small game using the Godot game engine.
Skills	<ul style="list-style-type: none">C, C++, Java, Rust, Python, JavascriptVisual Studio, IntelliJ IDEA, Android Studio, VSCode, GodotObject-Oriented Design, Protocol buffers, SIMD, REST, NodeJS, Unit testing