Nathan Smith

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EXPERIENCE

Stripe Atlas: Software Engineer *(June 2021 – Present)*
- Interviewed startup founders to understand pain points. Identified and implemented major feature launches, including live company name search, dynamic equity visualization, and prefilled bank application.
- DRIed and created roadmap to reduce support costs via automation. Queried and analyzed top support reasons. Prioritized and shipped projects that collectively eliminated 14% of Atlas support volume, saving $250k+ annually.
- Distilled and aggregated complex government requirements into unified frontend validations. Got 426k impressions on a behind-the-scenes Twitter thread.
- Triaged and fixed noisy bugs and alerts. Organized team-wide bug bash. Whittled Sentry backlog down to 3, from 100+.
- Mentored new grads and interns across Stripe. Scoped spin-up project for new team hires. Actively involved in university recruiting efforts such as judging the intern hackathon, serving as a new hire Q&A panelest, and on-campus recruiting.

Facebook: Production Engineering Intern *(September 2020 – December 2020)*
- Utilized d3 and React to build internal site visualizing data flow of advertising machine learning models.
- Optimized SQL queries to reduce page load by 100%.

Stripe: Software Engineering Intern *(June 2020 – September 2020)*
- Created multiple internal tools wielding Java and Ruby to imporve administrative tooling around Stripe Terminal readers.
- Developed, demoed, and won 2nd place in internal intern hackathon. Hackathon project was presented to the entire company by CEO.

Keybase: Software Engineering Intern *(June 2019 – September 2019)*
- Spearheaded development of a Keybase TypeScript library for 3rd-party developers.
- Proposed and implemented a program to compile types defined in Avro serialization language into Python, Go, and TypeScript for use by Keybase libraries.

Datadog: Software Engineering Intern *(January 2019 – May 2019)*
- Overhauled frontend number formatting to ensure output was human-readable across screens and locales.
- Restructured Datadog's frontend storage of supported units. Removed thousands of lines of code, improved frontend type safety, and reduced the size of subsequent page loads by 2.6kB through caching.

Keybase: Software Engineering Intern *(June 2018 – September 2018)*
Autodesk: Web Development Intern *(June 2017 – September 2017)*

EDUCATION

University of California, Los Angeles
B.S. Computer Science, with a minor in Digital Humanities

SELECTED PROJECTS *for more, please visit https://nathansmith.io/porfolio.*

Hotseat (Ruby on Rails, Go, React, d3.js, PostgreSQL, AWS Lambda)
Lead developer/maintainer. Hotseat scrapes hourly enrollment data from the UCLA Registrar via concurrent Lambda functions and sends automated text alerts to subscribers. 2,200+ users.

SKILLS

Languages
HTML • CSS/Sass/Less • JavaScript/TypeScript • Python • Ruby • Java • Go • C • Lua • SQL • $\LaTeX$

Frameworks & Technologies
Node.js • Express.js • React • Redux • Electron • GraphQL • React Native • Flow • Tailwind • Rails • d3.js • MongoDB • Docker • Git • Unix/Linux • Shell