

Nathan Smith

📍 <https://nathansmith.io> | ✉ nathan.smith@ucla.edu | 🌐 [nathunsmitty](#) | in [nathanmatthewsmith](#)

EDUCATION

University of California, Los Angeles

Graduation date: June 2021

B.S. Computer Science
Minor, Digital Humanities
GPA: 3.61

Relevant Coursework

- Algorithms
- Operating Systems
- Computer Networking
- Computer Graphics
- Programming Languages
- Compilers
- Machine Learning
- Artificial Intelligence
- Website Experience Design
- Human-Computer Interaction
- Database Systems
- Quantum Computing
- Software Development Tools
(Undergraduate TA)

Extracurriculars

UCLA Radio (2016 – 2018)
Website and App Manager, DJ

Daily Bruin (2016 – 2019)
Online Development Director,
Reporter, Photographer

SKILLS

Languages

HTML • CSS/Sass/Less •
JavaScript/TypeScript • Python •
Ruby • Java • Go • C • Common
Lisp • SQL • L^AT_EX

Frameworks & Technologies

Node.js • Express.js • React •
Redux • Electron • GraphQL •
React Native • Flow • Tailwind •
Bootstrap/Foundation • jQuery •
CSS-in-JS • Flask • Django •
MongoDB • Docker • Git •
Unix/Linux • Shell

Last updated July 30, 2020

EXPERIENCE

Facebook: Production Engineering Intern (September 2020 – December 2020)

- Incoming fall intern on Ads team.

Stripe: Software Engineering Intern (June 2020 – September 2020)

- Summer intern on Terminal Foundation team.

Keybase: Software Engineering Intern (June 2019 – September 2019)

- Implemented and extended RPCs enhancing path payments over the Stellar cryptocurrency network in Go.
- Spearheaded development of a Keybase TypeScript bot library for use by third-party developers.
- Proposed and implemented a program to compile types defined in Avro serialization language into Python, Go, and TypeScript for use by Keybase bot libraries.

Datadog: Software Engineering Intern (January 2019 – May 2019)

- Individually completed a team OKR by overhauling frontend number formatting by ensuring output is human-readable and increasing test coverage from ~15% to 100%.
- Restructured Datadog's frontend storage of supported units, removing thousands of lines of code, improving frontend type safety, and reducing the size of subsequent page loads by 2.6kB through caching.
- Planned and led discussion of 8 engineers on working with side effects in Redux.

Keybase: Software Engineering Intern (June 2018 – September 2018)

- Developed frontends enabling cryptocurrency payments and wallet account management from within the Keybase Electron/React Native app.
- Integrated server data into frontend client asynchronously through sagas to provide more accurate information on unread chat messages.

Autodesk: Web Development Intern (June 2017 – September 2017)

- Audited information architecture of internal sites focusing on usability, designed clearer mockups and prototypes, and presented findings to Autodesk's VP of Design.
- Retooled build system of internal web framework using Babel and Webpack to decrease load time of sites used daily by more than 4,000 Autodesk engineers.

SELECTED PROJECTS *for more projects, please visit <https://nathansmith.io>.*

Exploring Enrollment (Go, React, PostgreSQL, AWS Lambda)

Sole developer of highly concurrent Go web scraper that ran hourly as a Lambda function to collect real-time enrollment data from UCLA Registrar. Wrote two-part blog post on development process in addition to a four-part report on findings.

Sources (TypeScript, React, GraphQL, Express.js, PostgreSQL)

Sole developer of secure and real-time database application designed to quickly search manage 800+ news contacts for school newspaper. Site backend is an Express.js server that handles OAuth login and CRUD functionality. React frontend communicates with server via GraphQL.