

Nathan Yan

Computer science major with 4 years of experience in competitive programming and software development seeking a summer/fall internship. Experienced in full-stack development and machine learning frameworks.

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Education

University of Washington, Paul G. Allen School of Computer Science, GPA: 3.7 Ex. Jun 2023

Relevant courses

Multivariable Calculus (MATH324), Linear Algebra (MATH 308), Software Design & Implementation (CSE331), Foundations of Computing I/II (CSE311, CSE312), Hardware/Software Interface (CSE351), Data Structures and Parallelism (CSE332), Systems Programming (CSE333), Machine Learning (CSE446)

Newport High School, GPA: 3.96 (National Merit Finalist) Jun 2020

Experience

Software Engineering Intern at Arine Inc, Remote Aug 2021 - Present

- Developing a data ingestion engine to clean and process patient JSON data. Additionally write recommendation rules which provide insights to pharmacist/physician based on patient data.
- Using Python for development, and Jira, Git/Github, Slack for task management.

Full Stack Developer at Arc Security, Seattle, WA Dec 2020 - Sep 2021

- Helped develop a personal safety app aimed at the real estate industry using Node.js/Express, React Native, MongoDB and Auth0. In closed beta testing among ~30 realtors.

Instructor at Smart Coding School, Bellevue, WA Sep 2018 - Sep 2020

- Taught data structures and algorithms courses to classes of 8-10 middle/high school students.

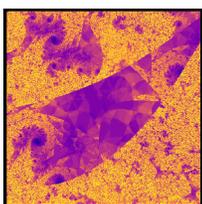
GradeBook, Bellevue, WA Oct 2017 - Jun 2020

- Designed and built a grade-tracking app (web + Android) based on the Bellevue School District gradebook, used by 300+ students for academic tracking and planning.
- Used Python, Flask, React Native, MongoDB, Git and Nginx.

Student at Yale Summer Program in Astrophysics, New Haven, CT Jul 2019 - Aug 2019

- Researched supernovae and implemented state-of-the-art techniques in data processing for astrophysics research at Yale University using Python and Matplotlib, NumPy and Pandas.

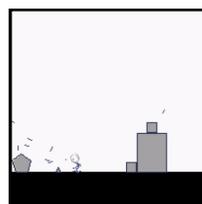
Projects



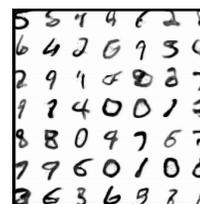
Creating fractals with "neural networks"



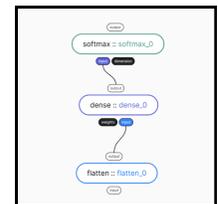
otp_, a command line one-time password interface



Poly, a multiplayer platformer with hand-rolled networking



Generating MNIST digits with neural cellular automata



Deep-GUI, a graphical deep learning library

Skills/Awards/Extracurriculars

- Proficient in Python (NumPy, Pandas), Java, C++, C#, Javascript (node/express), and HTML/CSS.
- Organize/manage Univ of WA's annual collegiate hackathon as member of Dubhacks tech team.
- Team 1st/2nd/1st place at TeamsCode/PLU/PSCSTA programming contests (advanced division) in 2019/2018/2017.