

Nathan Davis

davis.nated@gmail.com | nathandavis18.com | github.com/nathandavis18

Education

Weber State University – BS in Computer Science, 3.77 GPA | *cum laude*

2024

Skills

Languages: C++, C#, C, Java, Python, HTML, CSS, JavaScript, SQL

Frameworks: .NET, Bootstrap, Django, React, Selenium, Playwright

Tools: Git, AWS, Microsoft SQL Server, MySQL, CMake, Docker, Vite, Nginx

Projects

CAPSTONE: Appointment Scheduling System | C#, .NET, HTML/CSS/JavaScript, Bootstrap

Feb 2024 – Apr 2024

github.com/nathandavis18/Steamboat-Willie

- Enhanced basic minimum viable product into a polished system by leveraging client-based insights from advisors and instructors, leading to an improvement in product functionality and user experience
- Built from the ground-up with a team of 4 engineers, enabling students to schedule appointments with advisors, instructors, and tutors utilizing C# and .NET 7.0
- Designed filtering algorithm enabling students to filter for specific appointments, decreasing appointment search time
- Implemented automated integration with Google Calendar to populate user's calendar with Google's Calendar V3 API
- Incorporated Google and Microsoft external authentication services allowing users to login and signup using 3rd party services via Google's and Microsoft's OAuth2.0 APIs
- Delivered final product that Weber State University acquired for educational and non-commercial uses

Terminal-Based Text Editor | C++, CMake

July 2024 – Sep 2024

github.com/nathandavis18/NotVim-Editor

- Designed a 0-dependencies VIM-like terminal-based text editor using C++ and CMake build system
- Utilized multithreading to check for/react to changes to the terminal screen
- Authored rendering adjustment algorithms to ensure the correct info is always being rendered
- Delivered cross-platform functionality utilizing OS-specific APIs to enable/disable raw input and get terminal size

Multiplayer Tetris | C++, SFML, CMake

Apr 2024 – June 2024

github.com/nathandavis18/Co-op-Tetris

- Created a multiplayer version of Tetris allowing cooperative play for 1-4 players using C++ and SFML
- Authored a scaling algorithm for automated display calculations and board growth
- Cut build time down utilizing CMake to automate the build process and fetch necessary dependencies

Recipe Sharing Site | React, JavaScript, Django, Python, AWS, Nginx

July 2024

github.com/nathandavis18/Recipe-Sharing-Site

- Designed Nginx proxy server to enable frontend S3 to communicate with Django server on EC2 that lives on a custom VPC within a private subnet for increased data security
- Enabled CloudFront CDN to reduce loading latency for end user
- Created APIs in Django for React frontend to use to retrieve and send data using JavaScript's Fetch API

Experience

Personal Shopper - Walmart, Layton, UT

Aug 2020 – Present

- Brought the store's average items picked per hour up by 10%, maintaining an individual average of 200 items picked per hour, while ensuring product quality is at or above standard
- Reduced store's average arrival-to-dispense time within a team of 15 employees by 40%, bringing customer satisfaction rates up by 20%