NATHAN HADI

Student at University of Illinois at Urbana-Champaign

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EDUCATION

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Science

August 2018 – Present Champaign County, IL

- GPA: 3.67
- Expected Graduation Date: May 2021

WORK EXPERIENCE

Software Engineering Intern

Tuition.io

June 2020 – August 2020 Santa Monica, CA

- Software Engineering Intern for the Engineering Team of Tuition.io.
- Created an automated system for file handling and parsing involving Amazon Web Services (S3, Lambda, DynamoDB) using Typescript and Node.js on Serverless system.

Software Intern

Tarana Wireless

May 2019 – August 2019 Santa Clara, CA

- Software Intern for the Digital Signal Processing (DSP) team of Tarana Wireless.
- Created YANG models using the YANG data modeling language to create clearer data pathways for users to search for collection functions they need to grab data from a stat proxy.
- Created python test scripts that collect data features obtained from a stat proxy that collects data from a wireless node over a period of time to confirm that the node is working.

IT Student Employee

Library IT Workstation and Network Support

February 2019 – Present Urbana, IL

- Working as IT support for the University of Illinois at Urbana-Champaign Library System.
- Responsible for system administration (installing and maintaining staff computers, printers, and all Windows operating systems) and providing user support to library users and workers through an OTRS ticket system.

PROJECTS

Twitch Chatbot

- Twitch Chatbot was created using Javascript and Node.js.
- Created a Twitch Chatbot for the video live streaming service Twitch that is able to chat based on user input and utilizes different APIs.

Optimized Schedule Planner

- Created a schedule planner that is able to optimize the user's schedule using C++ and libraries in Open Frameworks.
- Features of the schedule planner included alert customization, adding events, and time optimization of entered events.

Sudoku Solver

- Created a C++ program that can take in a Sudoku puzzle from a file and use a backtracking algorithm to solve the puzzle.

Adventure Text Game

- Created a JSON file for a Haunted Mansion Adventure text game and created a JSON parser using Java to parse through the JSON file.
- Created a Java program to run the text game that allowed the players to pick up items in a room and use items to escape the mansion in a given time limit.

A Machine Learning Approach Towards Air Pollution Prediction

- Created a linear regression model in MATLAB to predict future air pollution data. The model used 3 years of air pollution data in the early 2000s to learn.

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, C++, C
Platforms/Frameworks: AWS (S3, Lambda), Node.js, Microsoft Visual Studio, Linux, GitHub, Flask
Databases: SQL, MongoDB, Neo4J

LEADERSHIP EXPERIENCE

Founder/President - EduBoards

December 2015 – May 2018 San Jose, CA

Chapter President - Teach Seniors Technology

December 2015 – May 2018 San Jose, CA