

Nathanael Beisiegel

Résumé

WEB: beisiegel.me
EMAIL: njbeisiegel@gmail.com
GITHUB: [pk-nb](https://github.com/pk-nb)
TWITTER: [@NBeisiegel](https://twitter.com/NBeisiegel)

INTRODUCTION

My name is Nathanael Beisiegel, and I am a developer. I love working all across the web—through developing server code, working on the front-end, and designing and implementing user interfaces.

I graduated summa cum laude with a B.S. in Computer Science from Southern Adventist University. I was also awarded the Computing 2014 Outstanding Senior Award. I plan to continue developing and working on exciting projects.

EDUCATION

B.S. COMPUTER SCIENCE
Southern Adventist University
Minor in Mathematics, SUMMA CUM LAUDE
August 2010–December 2014

AWARDS AND EXTRACURRICULAR ACTIVITIES

- 2014 Outstanding Senior Award
- Computing Mission Trip to Sicauni, Peru
 - Gave three lectures at two universities
- Computer Club officer for two years
- Tutored freshman and sophomore computing classes

EMPLOYMENT

RAILS DEVELOPER INTERN ([blog post on experience](#))
Viget Labs
Boulder, CO
June 2014–August 2014

LEGO ROBOTICS COACH
Collegedale Adventist Middle School
Collegedale, TN
September 2012–April 2013

SKILLS

PROGRAMMING LANGUAGES
Ruby (Rails), Objective-C, Swift,
Javascript/Coffeescript (Node.js & client-side), SQL

ENVIRONMENT AND TOOLS
Unix, Vim, Git, Bash/Zsh, RSpec, Capybara

WEB DESIGN EXPERIENCE
React.js, Snap.svg, SVG, D3.js, HTML/Slim/Jade,
CSS/SCSS, vector illustration

PROJECTS

SVG ♥'S YOU ([github repo](#))
A Ruby gem to help inline, symbolize, and use SVG through view helpers. It allows developers to simply edit original SVG files and avoid copy-pasting. Gained further experience with testing and integration with Rails and Middleman.

WINSOME ([bewinso.me](#))
A web application for friendly betting between friends. The intern group project at Viget. Gained further proficiency with Rails, TDD, and team workflows through code reviews, retrospectives, and guides for best practices.

EPOCH ([epoch.tools](#))
A web application for creating and viewing timelines. I primarily worked as the front-end developer, faced with the challenge of presenting a large amount of information on a variety of screen sizes. Gained proficiency with React.js in addition to helping other team members with Rails.

SCENEKIT — OPENGL SHADERS ([github repo](#))
A Computer Graphics project to demonstrate use of OpenGL shaders in SceneKit. Gained further experience with Swift and iOS development.

PROJECT GAMUT ([gamut.nbeisiegel.com](#))
A two-player, real-time hexagon game implemented in Node.js. The project showcased WebSockets for a networking class.

HAXXOR NEWS ([viget-hn.herokuapp.com](#))
A clone of Hacker News to pick up Rails skills during my internship at Viget. Learned how to use RSpec, setup projects and create templates, take advantage of useful gems, and other skills through code reviews.