

Nathan D. Moeller

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Summary

First year graduate student at the University of Minnesota – Twin Cities. Interested in applying work and project experiences towards exciting and entrepreneurial initiatives.

Work Experience

Junior Software Developer at Flow Enterprises, 5/2014 – 9/2014

- Worked on various web applications using php, json, laravel, and C#.

Research Assistant to Prof Suman Banerjee, 7/2012 – 6/2014

- Worked under CS Professor Suman Banerjee (<http://pages.cs.wisc.edu/~suman/>) on a research project called Wireless@Home (<http://wirelessathome.wings.cs.wisc.edu/>).
- Project research focused on factors that degrade WiFi network performance in home environments.
- Developed front-end applications for visualizing wireless data, including heat maps, dynamic graphs, charts and tables.
- Initiated work on the configuration site meant for users and administrators to change settings for all routers within The Regent Apartments.

Project Experience

- Word Affects (October 2013 – May 2014)
 - Won 3rd prize at the 2014 CS NEST competition for a twitter sentiment analysis tool. For Word Affects, we implemented our own Naïve Bayes classifier. Word Affects allows users to see a real-time sentiment analysis, along with the ability to save terms and track the sentiment over time. Worked on a team of three, and coded in PHP, javascript, java. (<http://www.WordAffects.com>)
- My Student Folder (October 2011 – May 2012)
 - An online planner application developed for 2012 CS NEST competition. (www.MyStudentFolder.com) MyStudentFolder manages your homework, tests and appointments. Worked on a team of two, and coded in PHP, java.
- Sword Swiper (January 2011 – May 2012)
 - Android game where the user would "fight" the opposing boss by swiping the screen. This game was made for CS 407. Released on Google Play store (<https://play.google.com/store/apps/details?id=sword.swiper.activities&hl=en>), and currently has over 2000 downloads. Worked on a team of three, and coded in Java.
- Competitive Video Games (November 2008 – 2010)
 - Developed a website for hosting multi-player video game tournaments (www.CompetitiveVideoGames.com)
 - From inception in November 2008 through the summer of 2010 the site had over 400 users and hosted tournaments approximately weekly.

University of Minnesota – Twin Cities 9/2014 - Present

- GPA: 3.7
- Currently taking: CSci 5117 Developing the Interactive Web, CSci 5521 Intro to Machine Learning, and CSci 5708 Principles of Database Systems
- CS classes completed: CSci 5511 Artificial Intelligence, CSci 5551 Intro to Intelligent Robotic Systems, and CSci 5705 Architecture and Implementation of Database Systems

University of Wisconsin, Madison: 9/2010 – 5/2014

- Graduated with a Bachelor's of Science in Computer Science.
- GPA: Computer Science courses = 3.6 / Cumulative = 3.06
- CS classes completed: COMP SCI 302 (Intro to Java), COMP SCI 367 (Data Structures), COMP SCI 354 (Machine Programming), COMP SCI 240 (Discrete Math), COMP SCI 407 (Mobile Phone Foundations), COMP SCI 559 (Computer Graphics), COMP SCI 536 (Introduction to Compilers), COMP SCI 564 (Introduction to Databases), MATH 331 (Intro Probability & Markov Chain Mod), COMP SCI 534 (Computational Photography), COMP SCI 352 (Digital Systems), COMP SCI 369 (Web Development), COMP SCI 577 (Introduction to Algorithms), and COMP SCI 640 (Intro to Computer Networks).

Skills, Interests, Hobbies

- Programming languages: Java, C++, C, JavaScript, OpenGL, HTML, CSS, PHP, Matlab, and SQL.
- Comfortable with a Linux programming environment and Eclipse/Visual Studio IDE Tools.
- Familiar with Adobe Dreamweaver, Fireworks, Flash and Photoshop.
- UW Club Soccer 2012-2014: Club Treasurer. Team traveled around the upper Midwest playing other university club teams such as Milwaukee, Eau Claire, Whitewater, and others.
- University of Minnesota Club Soccer 2014 – Present. Team played local Division 3 schools as well as traveling to Iowa and Colorado to compete against other school club teams.