Natalie **Letz**

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Education

University of Oregon
B.S in Computer Science
Graduated March 2020
CS GPA of 3.27

Standout Courses

Compiler Construction
Computer Architecture
Operating Systems
Computer Graphics

Skills

Programming Languages
C, C++, C#, Java, Python,
Bash, SQL, ASM (NASM, x86)
Web Development Tools
HTML5, Thymeleaf, Spring,
Dreamweaver
Software Dev Tools
Perforce, Git, Confluence,
BitBucket

Other

・Fluent in Spanish, strong
command of Japanese
・Managed projects with Excel,
Google Services, and Microsoft
Office products
・Abundance of Unix & Linux
knowledge on top of MacOS
familiarity and a plethora of
Windows exposure

Work Experience

Where I've worked in the past

Pipeworks Studios | Engineer I
July 2019 - April 2020
- Developed video games professionally on teams of varying sizes performing various tasks, both backend and frontend development
- Worked on Adventure Academy, a children's MMORPG, and a Magic the Gathering collectible card game called Valor's Reach
  - On Valor's Reach worked on web-based front end customer support tools as well as back-end server & database implementations using various tools
- Experience programming "enterprise software" in C#, Java, HTML, SQL, and JavaScript for all projects I worked with

University of Oregon - Biology Department | IT Manager
December 2018 - March 2020
- Supervised IT work including repairs of computers, printers, projectors, etc.
- Interacted with all biology staff members to assist with computer security issues as well as other problems
- Oversaw the management of over 100 MacBook laptops, resolved all software problems as well as hardware issues
- Trained new hires in all responsibilities required of IT staff

Personal Projects

These projects can be found on my GitHub or personal website

Quack Compiler | Compiler for the Quack language
- Fully functioning compiler written for the Quack programming language in C++ using tools such as RE-flex and Bison
- Uses techniques such as lexical analysis, code parsing, and type checking to compile Quack source code to ASM-like C code
- Goes through stages: Quack Source -> AST -> Type Checking -> Code Generation to create an actual, running C program

Pokémon Red Game Engine | An Engine Written in C++
- Created an entire engine from scratch using C++ and a GFX library called SFML, the engine works broadly for any Pokémon game
- Won a "Best Project" award for my project from local video game industry professionals & veterans as well as my professor

Image Manipulator | Passes images through various filters
- Described by my professor as "poor man's photoshop", it manipulates images programmatically in basic ways through a CLI
- Developed in C++ and is highly compartmentalized, organized, object-oriented