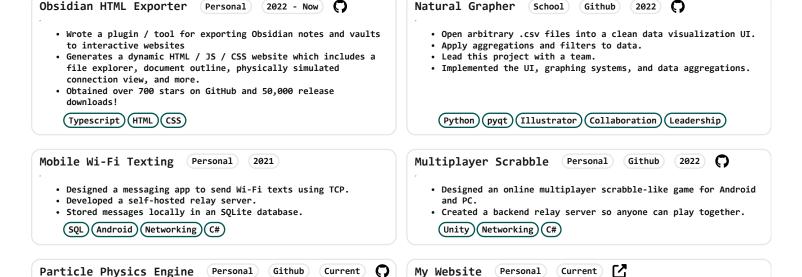
## Nathan George **Education** Contact Pursuing Major: BA in Computer Science Address: 4013 Delaware Dr. La Grange, KY, 40031 Expected: Spring 2025 Phone: 502-434-0040 University: JB Speed School of Engineering, University of Louisville ★ Email: jmgeor03@louisville.edu Github: github.com/KosmosisDire Credits Completed: 100 Linkedin: linkedin.com/in/nathang-dev Website: nathang.dev **Skills Interests** Non-Technical **Programming** Tools Artificial Life Self-Sustaining Systems (Git)(Linux) (Logical Analysis) (SQL)(Python)(C#)(C++)Anthropology Programming Game Design (C)(Java)(Typescript) (Initiative) (Learning) (Visual Studio)(VSCode Video Games 3D Art Learning (HTML)(CSS)(Arduino) (nginx)(Android Studio (Communication) Document Organization Music Composition (Machine Learning)(HLSL) (Unity)(Blender) (Organization)(Leadership) Piano Digital Art Baking (UI Design) (Networking) (Details) Work Experience Robotics Research Data Structures TA September 2022 - May 2023 | UofL, Louisville, KY May 2023 - Current LARRI, Louisville, KY • Creating robotic simulation software using the Unity game • Created automatic grading software to build and test student submissions. · Writing computer vision algorithms for pick and place tasks • Reduced the workload for grading and student assistance by at • Creating frontend and backend controls for robotic systems least 20x. • Organized source control systems for teams • Improved assignment readability for better communication of • Helped design NGS research group website problem objectives to students. $\overline{(\text{Teamwork})(\text{C++})}(\text{Python})(\text{Javascript})(\text{Algorithms})(\text{Git})$ (C++)(Python)(C#)(Linux) Personal Projects



• Designed and built from scratch a portfolio website.

• Hosting it on a web server at my home using nginx

Set up SSL so it can be accessed through HTTPS

• View it here: <a href="mathang.dev"><u>nathang.dev</u></a>

(HTML)(CSS)(JavaScript)(nginx)

• Coded a GPU accelerated physics sim supporting up to 1,000,000

• Planning to design an artificial life simulation using this as

· Previous iterations had particle based organisms with neural

· Used spacial partitioning to accelerate collision checks by

particle-particle collisions in real-time.

(C#)(HLSL)(Machine Learning)(Algorithms)

1000%.

a base.

networks.