

NATHAN J HARRIS

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SKILLS

Languages: C/C#/C++, Python, JavaScript

Tools/Libraries/Frameworks: Linux, ASP.NET, Django, Flask, React, Git, Github, HTML, CSS, Docker, EF Core, Material UI

Methodologies: Agile, Project Management, Test Driven Development, CI/CD, Peer Programming, DevOps

Areas of Proficiency: Full Stack Development, Systems Programming, ML, NLP, Team Leadership, Cross-Functional Collaboration

EDUCATION

University of Colorado Boulder	B.A. Computer Science – 3.8 GPA	2025
General Assembly	Software Engineering Immersive Bootcamp	2020
Southern Methodist University	B.A. Cinema	2010

PROJECTS

Writing Style Transfer NLP Project – Python, Hugging Face Transformers, GPT-2, Google Colab - *Natural Language Processing*

Developed a neutral writing style transfer system using fine-tuned GPT-2 models to convert neutral text into classic author styles like Herman Melville, implementing a two-stage pipeline with custom data preprocessing and comprehensive evaluation metrics.

Multithreaded DNS Lookup – C programming language, Makefiles, Posix, Semaphores, Mutexes - *Design and Analysis of OS*

Developed a multithreaded application implementing the Producer-Consumer problem for DNS lookups, using POSIX threads, mutexes, semaphores, and a circular buffer for efficient thread-safe resource management.

Borrow This! – Python, Django, PostgreSQL, Javascript, HTML, CSS, Bulma CSS Library - *Capstone Project for General Assembly*

Developed a peer-to-peer rental community full stack web application that allows users to rent, reserve, and manage items, with features such as user profiles, reservations, and item status tracking.

EXPERIENCE

Full Stack Developer – Video Project Suite – Professional Development Course Project 2025

- Architected and developed a comprehensive project management application for video production companies using C#, ASP.NET Core Web API, React, and PostgreSQL, implementing secure JWT authentication, role-based access control, and RESTful CRUD operations to serve real client business requirements.
- Established complete development lifecycle using Docker containerization, GitHub Actions CI/CD, test-driven development with xUnit, cloud deployment, and professional documentation including API specifications and database design.

Software Engineer - General Assembly -- Remote Coding Bootcamp 2020

- Completed 12-week immersive full-stack development bootcamp covering front-end (HTML, CSS, JavaScript, React), back-end (Python, Django, Node.js, Express), and database technologies (PostgreSQL, MongoDB) while collaborating in Agile environments and delivering multiple deployed applications including individual and team projects.

Motion Picture Lighting Console Programmer – Los Angeles California and Global 2017-2023

- Programmed lighting cues and managed control networks for 200+ devices across 100+ productions, overseeing millions in equipment and delivering technical solutions that ensured precision, reliability, and client satisfaction for top platforms like Netflix and Apple.

Rental Operations Manager – Geronimo Creek Film Company – Burbank Ca 2014-2017

- Led company growth by doubling inventory and staff, while developing systems for managing orders and employee training, tripling active orders and reducing errors, training time, and turnover.