

# Nathaniel Wine

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## SKILLS

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- Fluent in Java, C, and Python
- Intermediate in C++, C#, OCaml, JavaScript, and SQL
- Android mobile app development
- Unity game engine
- Microsoft Office Suite (Word, Excel, PowerPoint)
- HTML, CSS, and React
- Self-Motivated
- Effective communicator/public speaker

## EXPERIENCE

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### TEACHING ASSISTANT – 2019

**Nassau Community College** – Garden City, NY

Helped students with any Computer Science, Information Technologies, or Computer Processing course offered, managed day to day computer lab operations, and supervised student aides.

### STUDENT AIDE – 2018

**Nassau Community College** – Garden City, NY

Managed front desk, student sign in/out, answered questions about lab procedures, and otherwise ensured smooth lab operations.

### GRANT TECHNICIAN – 2017

**Nassau Community College** – Garden City, NY

Worked in tandem with another grant technician and faculty member to create boilerplate for a food bank application. Researched existing open source software solutions with the goal of integration.

## EDUCATION

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### BACHELOR OF SCIENCE IN COMPUTER SCIENCE – Expected December 2020

**Stony Brook University** – Stony Brook, NY

Currently pursuing a bachelor's degree in Computer Science from Stony Brook University. TA for CSE 216: Programming Abstractions, Fall 2019.

### ASSOCIATE OF SCIENCE IN COMPUTER SCIENCE – December 2018

**Nassau Community College** – Garden City, NY

Graduated summa cum laude with a 3.97 GPA. Dean's List Spring 2017 through Fall 2018. Recipient of the Doug Brown Memorial Scholarship for excellence in academic achievement in mathematics.