

Natalie Letz

natalieletz@fastmail.to | touchette.github.io | github.com/Touchette | (971) 312-5423

Education

University of Oregon

B.S in Computer Science

Graduated Early, March 2020

Standout Courses

Compiler Construction

Computer Architecture

Operating Systems

Computer Graphics

Scientific Visualization

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, Docker

Other

- Fluent in Spanish, strong command of Japanese
- Managed projects with Excel, Google Services, and Microsoft Office products
- Abundance of Unix & Linux knowledge, use Windows daily
- Surface knowledge of and passion to learn about reverse engineering & security tools

Work Experience

Where I've worked in the past

Pipeworks Studios | Engineer I

July 2019 - April 2020

- Self-taught multiple new programming languages for both backend and frontend professional development of video games
- Worked on Adventure Academy — a children's MMORPG — and a Magic the Gathering collectible card game called Valor's Reach
 - Developed web-based front end tools as well as back-end servers & databases to learn and grow as much as possible
- Gained experience programming enterprise software in C#, Java, HTML, SQL, and JavaScript for all projects I helped develop

University of Oregon - Biology Department | IT Manager

December 2018 - March 2020

- Supervised all IT work including repairs of computers, printers, projectors, etc.
 - Demonstrated excellent communication by assisting all of the biology department's faculty
 - Managed over 100 MacBooks, resolved all software problems as well as hardware issues
 - Learned to teach and lead by training all newly hired IT staff
-

Personal Projects

These projects can be found on my GitHub or personal website

Quack Compiler | Fully-Fledged Compiler from Quack to C

- A fully functioning compiler written for the Quack programming language in C++ using niche tools such as RE-flex and Bison
- Compiles source code down to assembly-like C code
- Goes through stages: Quack Source -> AST -> Type Checking -> Code Generation to create an actual, running executable

Pokémon Red Game Engine | A Game Engine Written in C++

- Created an entire game engine from scratch using C++ and SFML, the engine works broadly for any Pokémon-style game
- Won a "Best Project" award for my project from local industry professionals & veterans as well as my professor

Image Manipulator | Programmatic Image Manipulation

- Manipulates images programmatically through a command-line interface
- Developed in C++ and is highly compartmentalized, organized, and object-oriented