

Nat Hill

347-254-2296 | nat.hill@rice.edu | nathill.me | linkedin.com/in/hillnat/ | github.com/nat-hill

EDUCATION

Rice University

August 2021 – Expected May 2025

B.S. in Computer Science, Minor in Philosophy

GPA: 3.73/4.00

Relevant Coursework: Operating Systems, Compilers, Systems, Algorithmic Robotics, Data Structures & Algorithms I II, Grad Machine Learning, Abstract Algebra, Discrete Math, Honors Linear Algebra, Technical Product Management

EXPERIENCE

Software Engineer Intern

May 2024 – Aug 2024

Gusto

New York City, NY

- As a part of the Payments team, wrote code partially responsible for processing over **50 billion dollars a year**.
- Streamlined complicated internal payment investigation progress with automated actions for Ops teams in Ruby.
- Optimized certain slow database queries, to bring team's number of internal tool errors to **zero**.

Software Development Intern

May 2023 – August 2023

Amazon Web Services

Austin, TX

- Interned with the AWS Supply Chain team that provides machine-learning powered insights to customers.
- Engineered secure internal automated query CLI application with Lambda, S3, Typescript, and the AWS CDK.
- Facilitated **63% lower customer error response time** based on operator data across multiple teams.

RiceApps President

August 2021 – Present

Rice University

Houston, TX

- Spearheaded six software projects with several **multi-million dollar** nonprofit clients.
- Coordinated and taught 100+ students in developer program, **launching full-stack software for social good**.
- Initiated partnerships with Houston Ballet, Museum of Natural Science, and UT Health Houston.

REU Research Intern

May 2022 – September 2022

Rice Networks Group, Rice University

Houston, TX

- Investigated autonomous, tetherless, aerial drone networks under Professor Edward Knightly.
- Devised a script in MATLAB / Python to analyze and process wireless signal data, **improving runtime by 10x**.
- Analyzed 30GB+ datasets in order to improve signal strength and AOA (Angle of Arrival) prediction.

PROJECTS

Nab 3D | *Typescript, Swift, React, Vite, Cloudflare, Axios, ThreeJS*

Feb 2024 – Feb 2024

- Led a student team to create a seamless video to 3D model platform.
- Created hosted backend API and photogrammetry model.
- Allowed users to implement 3D model on website in one line of code.
- Won **'Best Beginner Hack'** at Stanford's TreeHacks 2024, the largest and most prestigious hackathon in the US.

Operating System Kernel & File System | *C*

January 2024 – May 2024

- Developed a high-performance operating system with corresponding file system from scratch in C.
- Capable of handling of initializing memory, executing programs, initializing terminals, alongside concurrent I/O.

Photo Date Estimation w/ Deep Learning | *PyTorch, Python, Jupyter*

April 2023 – May 2023

- Designed deep learning models leveraging zero-shot pre-trained models and CNNs to predict image dates.
- Surpassed human-level performance, with validation accuracy within three years on average with computer vision.
- Received the **highest grade in the class of graduate students**.

TECHNICAL SKILLS

Languages: Python, Go (Golang), JavaScript/Typescript, C, Java, Ruby, Swift, SQL, HTML/CSS, C++

Frameworks: React, Next.js, Bun/Node, Ruby on Rails, Flask, MERN, Express.js, jQuery, Svelte, SwiftUI

Libraries/Developer Tools: AWS CDK, Docker, Lambda, EC2, S3, MongoDB, Firebase, REST, GraphQL, Git

Other Interests: Cycling, Backpacking, Keyboards, Coffee, Graphic Design, Climbing, Film Photography