

NATHAN PERKINS

Software Engineer

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📍 SF Bay Area

🌐 github.com/nathanperkins/

PROFESSIONAL EXPERIENCE

Software Engineer

Loon (Graduated Google X Project)

📅 June 2019 - Present

📍 Mountain View, CA

- Created a test invoker client in go and custom bazel rules to demonstrate the viability of using LUCI Swarming as a test orchestrator for Loon's hardware-in-the-loop infrastructure.
- Created a holistic structured logging service, including components running on embedded systems and in a cloud backend, which provides an easy API for logging arbitrary structs. The structs are built into tables and autofilled with additional metadata.
- Created a framework of test abstractions that allow engineers to describe their test requirements using familiar concepts of devices and services, rather than dimensions and files.

Lead Teaching Assistant

Oregon State University

📅 January 2019 - August 2019

📍 San Francisco, CA

- Invited by the instructor to be a TA for CS 344 - Operating Systems I, a project-heavy junior-level class teaching UNIX programming concepts.
- Assisted the instructor in managing communication and scheduling with the TA team.
- Assisted students in learning course material, and debugging programs, including writing supplementary materials on using docker, gdb and TCP sockets.
- Topics include: bash, ssh, vim, IO redirection, file IO, fork(), mutexes, signal handling, and sockets, mostly in the C and python languages.

Senior IT Analyst

Ubisoft Entertainment

📅 June 2013 - June 2019

📍 San Francisco, CA

- Implemented macOS zero-touch enrollment, configuration management and reporting system from ground up, decreasing deployment from hours of active work per system to zero IT interaction required.

PROJECTS AND CONTRIBUTIONS

GameLibrary

Class Project/Ubisoft

📅 Summer 2018

- Built and deployed a webapp for managing a game lending library at Ubisoft, allowing employees to see library inventory and request games. Library administrators approve requests, deliver games, and remind employees to return games as needed.
- The app includes support for SSL, docker, search and filtering, role-based access control, and Active Directory authentication via passport.
- Written in MySQL, Express.js, Handlebars, and Node.js.

EDUCATION



Oregon State University

June 2017 - August 2019

BSc Computer Science | 4.0



CSU, Sacramento

September 2008 - May 2012

BSc Forensic Biology

ADDITIONAL



Home Network/IT Lab

Maintains a secure network and cluster of servers at home running vSphere and hosting a variety of enterprise-level services.



Peer Career Mentor

Serves the OSU community as a career mentor, giving career advice and technical interview practice to fellow students.



Volunteer

Volunteers as a camp counselor regularly at Okizu Foundation, a non-profit that provides activities for families dealing with childhood cancer.

TECHNOLOGY

