

Nathan W. C. Wilson

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Objective

Software-focused Computer Engineering major with experience in web and software development. Eagerly seeking to apply programming skills and experience with APIs, web development, and user interface design to contribute to a software development role while gaining more practical experience.

Education

Georgia Institute of Technology | Atlanta, GA

Bachelor of Science in Computer Engineering, GPA 3.40

August 2024 – Present

Expected Graduation, May 2028

Skills

Programming: Python, GDScript, Java, HTML and CSS

Platforms: Windows (10, 11)

Software: GitHub, Visual Studio Code, Godot 4, Python IDLE

Communication: Code documentation, presentations

Languages: English (native), Japanese (beginner)

Experience

Winterville Volunteer Fire Department | Winterville, GA

Aug. 2021 – May 2024

Volunteer fire station in Winterville, GA

- Maintained facilities and cleanliness of the station, volunteering at 15 bi-weekly logistics meetings.

Vesta Volunteer Fire Department | Carlton, GA

Jan. 2023 – Dec. 2023

Volunteer fire station in the Vesta community of Oglethorpe County, GA.

- Contributed to the station's fundraisers and community events by cleaning two fire trucks and the station on a bi-monthly basis for six total meetings.

Projects

Coffee Web Page | Developer

Fall 2024

This solo project familiarized students with HTML and CSS by having them develop a web page with a topic of their choice.

- Designed a coffee-themed web page using HTML and CSS, incorporating hyperlinks to recipes, information, and food pairings.

Dark Souls BuzzFeed Quiz | Developer

Fall 2024

A solo project that provided practice with incorporating JavaScript functionality in HTML web pages

- Created a functional quiz that uses four different types of JavaScript inputs to determine one of five possible results.

Elden Ring Battle-Assistant | Co-developer

Fall 2024

This team project provided experience with using the streamlit library to create multi-page websites, using APIs with user input, and using Google Gemini to create chatbots.

- Collaborated with a partner to design a website that links to about-me pages and two programs.
- Collectively created a webpage that took user input to output data from the Elden Ring fan API.
- Developed another webpage that took user inputs and API data to output a response generated by Google Gemini.

Python Pokedex | Developer

Fall 2024

A personal project aimed at building familiarity with APIs and adapting to new libraries by using documentation.

- Developed a Pokedex application using Python's standard libraries and the PySimpleGUI third party library, displaying data from PokeAPI in an easy-to-read format.

Java TTRPG Dice Roller | Developer

Spring 2025

This personal project served as an exercise to familiarize myself with Java and Object-Oriented Programming.

- Developed a program in Java that uses a Dice class and object to roll a user-defined number of dice.

Leadership

Oglethorpe County Academic Bowl | Varsity Team Captain

August 2023 – May 2024

- Managed practices and increased the size of our team by ~50% for the 2025-2026 academic year.