

Nathan Andrew Trapp
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EDUCATION:

University of Massachusetts, North Dartmouth, MA; May 2010

Bachelor of Science in Computer Engineering

GPA: 3.02

TECHNICAL SKILLS:

Operating Systems: Macintosh OS X, Windows, Linux, UNIX, Solaris

Languages/Databases: Python, PHP, ObjC, C++, C, Java, Perl, MySQL, Oracle

Applications: Adobe Photoshop, Adobe Flash Professional, MATLAB, AutoDesk 3D Studio Max, AutoDesk Maya, MultiSim, MathCad

EXPERIENCE:

Savant Systems, Osterville, MA

Aug. 2010 – Present

QA Engineer

University of Massachusetts, North Dartmouth, MA

Jan. 2010 – Present

Computer Systems Operations and Administration Assistant

- Upgrade automatic mailing server from outdated PASCAL based application to modern GNU Mailman
- Administrate and provide support for LUNA Imaging services
- Troubleshoot network based issues for Windows and Linux systems

Trapp Design, Marstons Mills, MA

Jan. 2007 – July 2010

Owner

- Created websites, wrote custom web apps and provided photography services for clients
- Designed and maintained Barnstable Public Schools and Barnstable High School websites
- Built tournament management web app, WARBOARD, for the gaming organization Defenders of Sovereignty
- Developed website and statistics tracking application that fully integrates with the in-game style of the First Strike modification

Fraunhofer IGD, Darmstadt, Germany

July 2009 – Sept. 2009

Computer Graphics Research Intern

- Develop a semi-autonomous method for translating spherical images into 3D models in Maya
- Utilized Maya MEL scripting, Python, Spheron VR camera and proprietary software in design
- Worked in a diverse, international, multi-lingual environment building German language skills

PERSONAL PROJECTS

ComicReader – Universal iOS App

Jan. 2011 – Present

- Allows users to read multiple web comics within the app, caching images for offline viewing
- Uses JSON objects (where available) when parsing comics to make the app easily expandable to new comics
- Parses data from comic websites to create JSON objects when a comic does not provide them

First Strike Modification – Python, PHP, and MySQL

Sept. 2007 – Present

- Developed Python based application to provide automatic updates to game servers and clients
- Designed Python based stat tracking system that submits data to from all game servers for processing into a MySQL backend
- Created PHP based web front-end for accessing the statistics provided by the Python based stat tracking
- Designed Python GUI that provides server statuses and allows users to view their personal statistics from the MySQL backend

Accurate RFID Examination Systems (ARES) – Python, MySQL, and PBASIC

Oct. 2009 – May 2010

- Senior design project in Long Range RFID, designed for Naval Undersea Warfare Center (NUWC) in Newport, RI
- Python GUI that interfaced with Basic Stamp microcontroller and helical antenna via RS232 to read an identification number from a remote target
- Created a MySQL database backend that stores soldier information, based on ID number stored in soldier RFID tag
- GUI interfaces with MySQL database to display target information based on queried target ID number

AWARDS AND DISTINCTIONS:

- ARES Project was 1 of 22 projects chosen from the Northeast and Canada to compete in IEEE RIT Student Design Competition (2010)
- First Strike Modification featured in PC Gamer US (2008), PC Gamer UK (2008), EDGE (2008), and PC Zone Magazines (2007)
- First Strike Modification featured on German Television station GigaTV (2007)
- First Strike Modification winner of fourth place Mod of the Year award (2008) and third most anticipated Mod of the Year (2006)

REFERENCES: Available Upon Request