

Nate Thompson

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EDUCATION

Georgia State University Atlanta, Georgia

August 2016 – May 2020

B.S. in Computer Science

- Concentration in Computer Software Systems
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WORK EXPERIENCE

Freelance

July 2020 – present

Software Engineer — Emerge Tools

- Wrote Python script to automate dumping apps from jailbroken iPhone and upload them to Emerge for analysis

iOS Engineer — Topanga Technologies (Mideo app)

- Implemented subscription payment model using RevenueCat
- Currently rewriting core app functionality using AVFoundation and SwiftUI

macOS Engineer — Thnkdev (QuickRes app)

- Added support for Apple silicon and macOS 11 in addition to various other improvements and bug fixes

iOS Engineer — Food Sense Guide app

- Delivered updates with additional foods, new data about each food, and several bug fixes
- Redesigned data format containing over 300 foods and their compound levels for easier collaboration

Apple Cupertino, California

May 2019 – August 2019

Software Engineering Intern — Embedded Field Diagnostics

- Prototyped cross-platform app for internal diagnostic suite using SwiftUI
 - Architected new iOS feature based on push notifications and built proof-of-concept client implementation
 - Worked with other teams to improve system frameworks
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EXTRACURRICULAR ACTIVITIES

Personal Projects

- *MusicKitPlayer for Mac* — Built Swift wrapper around Apple's MusicKit JS API, enabling Apple Music playback in native Mac apps
 - Runs MusicKit JS in hidden web view, generating JavaScript function calls and decoding the result
- *shuffl* — Wrote macOS app for conveniently shuffling playlists using MusicKit for Mac framework
- *Shifty* — Created open-source macOS menu bar app that gives more control over system feature Night Shift
 - Collaborated with several other open-source developers to add features and fix issues
- Blog — Wrote comprehensive guide on implementing drag and drop with Cocoa's NSTableView

Organizations

- Georgia Tech iOS Club — Senior Tech Lead (*Jan. 2018 – May 2020*), Member (*Jan. 2017 – May 2020*)
 - Worked with a team of officers to teach and present basic iOS concepts through weekly lessons
 - PantherHackers — iOS Interest Group Leader (*Sep. 2018 – Apr. 2019*)
 - Taught students iOS development basics with a curriculum including Swift, UIKit, and Auto Layout
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AWARDS & ACHIEVEMENTS

- HackCU 2017 — won 2nd place for Siri web client *SiriQuery*
 - Built Mac app which passes audio recorded in browser to Siri then records, screenshots, and returns response
 - DerbyHacks 2017 — won most technical hack award for cross-platform mobile game *Telephone Pictionary*
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SKILLS

- Strong experience with Swift and iOS & macOS development (AppKit, UIKit, and SwiftUI)
- Experience with Objective-C, Java, JavaScript, and Python