Nathan Bowhay

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| (425) 522-2672 | nathanbowhay@gmail.com | [www.nathanbowhay.com](http://www.nathanbowhay.com) |

# Summary

Seeking a challenging and rewarding position where I am solving problems by coming up with creative solutions that leverage existing technology or systems. A position where I am making people’s lives easier and they can focus more on their work and less on repetitive tasks or issues.

# Experience

* Wrote simple Java OS and disassembler in assembly while studying OS architecture and differences
* Debugged software in multiple environments using VMWare
* Setup different network configurations both on Virtual and physical machines
* Designed and developed several systems including network interfaces to send data between machines and devices using different protocols, Fog of War system, level editor, command and control, and more
* Debugged device and computer issues, like slow down, network issues, data recovery and more
* Developed full 2D game Engine and small game within the time period of a class
* Worked with team on a school campus social game to be used for new students
* Developing Android application that focuses on Grocery store items and their prices
* Full website with PHP and SQL Database backend for organizing ranked gaming team

# Skills

* Effective interaction with customers, co-workers and all levels of management
* Capable of keeping highly confidential material confidential
* Great problem solving skills and excellent analytical thinker
* Very patient and ability to translate highly technical computer issues and language into an understandable format to non-technical people
* Windows, Linux and Macintosh experience
* Perforce, Git, CVS
* Visual Studio, KomodoIDE, Jetbrains, Netbeans, Eclipse, Android Studio, Adobe Premier, Photoshop, PageMaker, Flash Professional & Builder, Beyond Compare, Visio, Excel, Word
* C/C++, C#, Java, PHP, HTML, CSS, Javascript, TorqueScript, UnrealScript, Mel, ActionScript, XML, JSON, YAML, Perl, Python
* Torque Game Engine (TGE), And Torque 3D (T3D), Unity, Unreal Engine, Source Engine
* Facebook API, League of Legends API, Google Play services

# Employment

**ESAL PLLC (Boeing-Contractor), Lead programmer Kirkland, WA Apr 2006 to Apr 2015**

9+ years’ work experience as Lead Programmer as a contractor for Boeing working with highly sensitive material. As the Lead Programmer, this included all Systems Administration, day to day operations of office, equipment, staff and contracts. I met with Boeing officials on a regular basis with contract deadlines, and also taught a few classes to college computer major students. In addition to this, I facilitated & managed an entire office move. I developed an Application/Simulation/Game (Serious Game) used in visualization, command/control of quad rotors, and interactive films and other tools for miscellaneous tasks.

# Education

University of Washington Bothell Computer and software systems (CSS), Bachelor’s Degree

Bothell, WA 2006-2011

New Market Vocational Skill Center (Non-required)

DigiPen 3D Animation Summer Class Tumwater, WA 2004

Professional Medical Careers Summer Class Tumwater, WA 2003