# **Nathan Stangler**

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# **EDUCATION**

**Bachelor of Science** 

College of Science and Engineering, University of Minnesota-Twin Cities Majors: Computer Science, Data Science Minor: Statistics GPA: 3.965/4.00

#### SKILLS

Languages: Java, C, C++, SQL, JavaScript, HTML, CSS, JSON, XML **Development Environments:** Windows, Linux Software: JUnit, Mockito, Git, Microsoft: Word, Excel, PowerPoint; Visual Studio Code, IntelliJ IDEA

#### WORK EXPERIENCE

#### **Software Developer Intern**

ImageTrend, Eagan, Minnesota

• Developing new systems and databases using C#/.Net Core and MSSQL.

#### Sales Advisor

Best Buy, Maple Grove, Minnesota

- Trained new employees on technical aspects of mobile device activations and setup.
- Provided technical support for customers by using critical thinking skills to ease concerns.
- Collaborated with team members to promote sales and productivity through organizing daily tasks and creative thinking.

## **RESEARCH EXPERIENCE**

Undergraduate Research Assistant, Advisor: JangHyeon Lee University of Minnesota-Twin Cities, Knowledge Computing Lab

• Developing a CLIP-based model to identify solar storms using visual features from satellite imagery with descriptive text.

## **PROJECTS**

Daily Rewards, Personal Project

- Developed and commercially launched a fully configurable daily rewards system for • Garry's Mod, generating 100+ sales on Gmodstore.
- Integrated MySQL and SQLite database support, with seamless interaction from a custom • designed user interface using client-server communication through networking protocols.

July 2021-April 2023

May 2025-Present

May 2025-Present

Expected May 2026 Minneapolis, MN

Fall 2020

# Improved Scoreboard, Personal Project

- Designed and developed a scalable, object oriented, and event driven Minecraft network packet-based scoreboard plugin compatible with multiple game versions.
- Integrated with third-party applications through the creation of a portable scoreboard management API.

# ACTIVITIES

Member, University of Minnesota Robotics

September 2023-May 2024

- Contributed to the creation and design of an autonomous robot for the NASA Lunabotics competition using NVIDIA Isaac ROS libraries.
- Collaborated with group members to develop and debug a heightmap conveyor belt detector and a visual based position estimator.

#### **AWARDS AND HONORS**

Dean's List, University of Minnesota, Minneapolis, MN, 2023-Present