Nathan Irving

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https://portfolio.nathanirving.com/

OBJECTIVE

Dedicated software developer with a strong focus on creating innovative technologies to improve user interaction. Published on both the App Store (iOS) and Google Play (Android). Committed to advancing image processing technology for both artistic expression and research-driven applications. Seeking to leverage his diverse skill sets to create innovative multimedia technologies that bridge the gap between professionals and consumers.

EXPERIENCE

Multidisciplinary Engineer   2024 - Present

Independent Contractor | Rochester, NY

Developed digital and analog circuitry as well as a software platform for consumer technology. Focused on hardware, software, PCB design, and signal processing to interface a wearable Bluetooth device to a phone.

Mobile Game Developer   2021 - 2024

Independent| Rochester, NY

Developed several games from ideation to release. Created assets and programmed. Integrated games with an advertisement network, and published the developed work on the App Store (iOS) and Google Play (Android) as a sole proprietor.

Sales   2018 - 2021

Morgan's Half Acre Produce | Auburn, NY

Coordinated sales, inventory, and customer service for customers at a local retail market.

EDUCATION

Rochester Institute of Technology | Bachelor of Science in Motion Picture Science   Aug 2024
- GPA: 3.96/4.00

SKILLS

C++ | Python | OpenCV | Javascript | HTML5/CSS | MATLAB | Statistics | Calculus | Fourier Analysis | Oscilloscopes | Multimeters | Soldering | Analog & Digital Signal Processing | Unreal Engine | Maya | 2D Game Development | Circuit Design | Imaging Physics | Microsoft Office | Adobe Premiere | Computer Vision | Color Science | Arduino | STM32

PUBLISHED WORK

Spinny Square (iOS, Android, Web) **|** Stacky Square (Android, Web) **|** Slidey Square (Android, Web)

PROJECTS

Traver Creative Technologist Founders Program   2023 - 2024

Entrepreneurship program to develop a commercial software utility to assist creatives. Developed an application to automatically measure and calibrate displays to conform to standardized color spaces using only the user's phone camera.

Undergraduate Capstone Project   2023 - 2024

Developed a spectroradiometer that interprets the spectral distribution of a source using wide-band filtered photodiodes and a conversion matrix. Based on the relationship between linear algebra and the discrete integration used to model camera systems.

AWARDS

Herbert W. Vanden Brul Student Entrepreneurial Award   June 2024