

Case Study: Software Engineering

We helped Nate secure his first full-time position and paved his path for a Software Engineering job at Microsoft.

»»» Here's what Nate Kimball had to say about our work:

Nate Kimball · 2nd

Software Engineer at Microsoft

November 25, 2020, Nate was Umema's client

Umema is a consummate professional. Her expertise allowed me to gain invaluable insight into optimization, and the enormity of work she placed into enhancing my presence has already paid itself in dividends. I would highly recommend Umema to anyone who is hitting brick walls and seeking to improve their position.

Nate's backstory:

Nate was a career changer and recent graduate looking for his first Software Engineering job.

However, his resume was not optimally targeted towards the new direction. Also, his resume wasn't ATS-friendly and lacked relevant accomplishments.

Our Approach:

It is very important to have a highly targeted resume when changing careers if there are no transferable skills in the earlier experiences.

Warning: The following pages have been saved as images in order to protect Nate's work as well as our work from being copied and indexed. As a result, uploading this exact file into an Applicant Tracking System will not work. If you are interested in hiring Nate, please email us at contact@careertuners.com so we can forward your email to him.

Here's what we did:

- 1 Created a resume geared towards the target role with only relevant experience. Expanded on his education in the field.
- 2 Highlighted his expertise by building on projects he worked on. Restructured resume sections for a strong first impression.
- 3 Used an ATS-friendly format approved by 3000+ recruiters with optimal keyword placement.

Where is Nate now?

Following the resume revamp, Nate got a full-time job as an Associate Software engineer.

He currently works as Software Engineer II at Microsoft.

Would you like us to redo your resume, too?

Click here to invest in our resume-writing services.

[Book Service](#)

If you would prefer to speak to us about the service first, click here to schedule a consultation call with us.

[Call Us](#)



Here's the resume we made for him:

Nate Kimball

702.493.0054 | nateskimball@gmail.com | Henderson, NV 89074 | [LinkedIn](#) | [Portfolio](#) | [GitHub](#) | Open to Relocation

Software Engineering | Web & 3D Game Development | Coding | Database Administration | UI/UX Design | Agile Frameworks

Software engineer building, testing, and deploying scalable software solutions and component-based architectures by leveraging advanced programming languages, web technologies, and Agile software development frameworks. Adept at gathering and translating user requirements into interactive user interfaces, robust front- and back-end frameworks, and advanced database solutions. Elevates user experiences by writing code and identifying and mitigating bugs.

Key Skills: Data Structures & Algorithms, Programming & Troubleshooting, 3D Product Experience, Runtime System Implementation, Game Engine Architecture, Application Development & Deployment, C, C++, Git, Linux, x86 Assembly Language, jQuery, Windows.

EDUCATION

Bachelors of Science in **Computer Science**, Oregon State University 2021

- **Coursework:** Software Engineering I & II, Intro to Computer Science I & II, Intro to Databases, Web Development, Analysis of Algorithms, Operating System I, Data Structures, Computer Arch & Assem Language.

Courses: Complete C# Unity Game Developer 3D, Udemy (2020), Computational Thinking for Problem Solving, Coursera (2019); Intro to Computer Science, edX (2019); Learn & Understand Node.js (2016) & The Complete React Web Developer Course (2016), Udemy.

Certifications: JavaScript Algorithms & Data Structures Certification & Front-End Developer Certification, freeCodeCamp (2016).

PROJECTS

Full-Stack Applications

- **[Musician Finder](#):** Helped musicians network and collaborate by building a Heroku-based advertisement application with front-end validation; used HTML5, CSS, SCSS, Handlebars, JavaScript, WebStorm IDE, Node.js, and a MySQL database for front- and back-end development. Enabled users to create profiles and find peers in their area by using the Zip Code API.
- Worked in an Agile environment as a part of a 5-member team; held biweekly sprints. Streamlined workflows, tracked progress, and improved team collaboration using Asana. Gained hands-on Agile development experience through weekly role rotation.
- **Fantasy Book Database:** Created an application with a responsive UI design, CRUD integration, and front-end validation using HTML5, CSS, JavaScript, Handlebars, and a MySQL database encompassing complex many-to-many (m2m) relationships; used DataGrip IDE and phpMyAdmin to communicate with the database.
- **[Social Music Marketplace](#):** Developed an application using React.js, Firebase, Redux, and the Firebase Realtime Database; queried the database using Cloud Functions for Firebase.
- Enabled SSO user authentication by using Facebook Graph API and Twitter API and implementing OAuth with Firebase for two-step authentication. Built application components, including a WYSIWYG editor and a custom syntax highlighter, using React.js.

Web Design & Development

- **[Retro Rocket Renegade](#):** Created a 3D lunar-lander game with 6 levels; designed and built 100+ 3D assets and 50+ components in Unity using C#, including the rocket, particle effects, textures, moving obstacles, and collisions.
- **[Scale Explorer](#):** Developed a music scale explorer on a tight deadline by creating a front-end application in Python encompassing a Graphical User Interface (GUI) using PySimpleGUI and a repository of 1000+ musical scales. Played scales on an external music software by using Music21 and Lilypond to convert music data into a compatible format.
- **[Portfolio](#):** Built a portfolio application with a flawless UI design using HTML5, CSS, and JavaScript.
- **[Simon](#):** Created a Simon game using HTML5, CSS, JavaScript, and jQuery.

PROFESSIONAL EXPERIENCE

Software Engineering Intern, Scientific Games

09/2020 – Present

Built mastery of 3D game development tools and techniques; customized a reel game template by creating visual and logical components using Unity and C#; utilized Jenkins for remote building and Jira for ticketing. Optimized game performance by writing server-side and client-side code; ensured server engines received custom requests and sent correct data to the client.

And here's the resume he was using before he worked with us...
The two-column format was causing problems with ATS parsing!

Nate Kimball

Summary

Computer Science student with over 10 years of professional experience as a musical director looking to transfer my skills to the computer science industry. My proven communication and creativity make me a unique addition to any team where I would be an ideal fit for a Software Engineering Entry-Level position.

Education

B.S. Computer Science, Oregon State University, 3.92 GPA	SEP 2019 — PRESENT
M.M. Jazz Composition, University of Nevada, Las Vegas, 3.94 GPA	SEP 2010 — DEC 2012
B.M. Jazz Studies, University of Nevada, Las Vegas, 3.5 GPA	SEP 2002 — MAY 2007

Certifications & Online Coursework

The Complete C# Unity Game Developer 3D, Udemy	JAN 2020 — PRESENT
Computational Thinking for Problem Solving, edX - Penn Engineering	MAY 2019 — AUG 2019
CS50 Intro to Computer Science, edX - Harvard University	FEB 2019 — MAY 2019
Learn and Understand NodeJS, Udemy	JUN 2016 — AUG 2016
The Complete React Web App Developer Course, Udemy	MAR 2016 — JUN 2016
JavaScript Algorithms and Data Structures Certification, freeCodeCamp	MAR 2016 — JUN 2016
Front End Developer Certification, freeCodeCamp	NOV 2015 — MAR 2016

Projects

Musician Finder	MAY 2020 — AUG 2020
<ul style="list-style-type: none">Collaborated with development team using Agile/Scrum and Git to complete client deliverable.Developed UI/UX front-end using SCSS and JavaScript with a Node.js and MySQL backend.	
Retro Rocket Renegade	MAR 2020 — MAR 2020
<ul style="list-style-type: none">Created over 100 3D assets in Unity, including rocket, particle effects, textures, and obstacles.Engineered 50+ components using C#/VS, including moving obstacles, rocket throttle, and collisions.	
Scale Explorer	MAR 2020 — MAR 2020
<ul style="list-style-type: none">Implemented a Python application with GUI and detailed data of over 1,000 musical scales.Integrated scale exportability to musical software using Music21 and Lilypond dependencies.	

Interests

Oregon State University Hackathon Club	JAN 2020 — PRESENT
<ul style="list-style-type: none">Collaborated in weekly coding challenges, designed a fully functional application in Python in 48 hours, and presented the application to a panel of industry experts.	
Google Code Jam 2020	MAR 2020 — PRESENT
<ul style="list-style-type: none">Solved four timed coding puzzles within 2 hours and passed qualifier round to compete in first round.	

Experience

Software Engineering Intern Scientific Games	SEP 2020 — PRESENT
<ul style="list-style-type: none">Collaborated with mentor to develop gaming systems using Unity, C#, and custom GDK/OS.Attended daily team standups with animators, artists, production, and other engineers.	
REALTOR®, Residential Sales Agent Agencyone	OCT 2007 — PRESENT
<ul style="list-style-type: none">Negotiated and coordinated transactions for both sellers and buyers, drafting legal sales documents.Closed over \$15M of sales, averaging 8 transactions per year.	
Assistant Musical Director & Trombonist Cirque du Soleil	MAY 2009 — OCT 2019
<ul style="list-style-type: none">Coordinated with stage management and show department teams to keep show running smoothly.Maintained a high level of focus to keep show music running, especially in the event of an emergency.	

Contact

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Links

nkport20.herokuapp.com
linkedin.com/in/nate-kimball
github.com/natetonal

Skills

HTML5/CSS/JavaScript
React JS/Redux
MySQL
Python
C/C++
Intel x86 Assembly
C#/Unity
Linux/MacOS/Windows
Git
Data Structures/Algorithms

Languages

Spanish
Japanese
Hebrew