

Nathan Hurde

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PROFESSIONAL EXPERIENCE

Pyramid Consulting Inc, Alpharetta, GA

Apr 2022 – Sep 2023

Full Stack Software Engineer

- ◆ Created and released major application releases that led to older application architecture being completely reworked, more efficient and safer for users.
- ◆ Developed back-end services using Java Spring Boot to create with available related tickets.
- ◆ Maintained front-end environment micro-apps utilizing Angular based projects.
- ◆ Collaborated with multiple teammates on full stack projects and pushed commits to a repository using Git and Bit-bucket while working remotely in AGILE environment.

Backend Software Engineer

- ◆ Maintained proprietary based test environment.
- ◆ Created and refactored hundreds of tests to suit project owner's goal for future proofing codebase.
- ◆ Functioned as team leader for the development team and mentored two newly recruited colleagues.
- ◆ Setup virtual servers for test environment to test response calls and validate JSON body with JAVA Springboot backend.

Fraud Analyst, American Express Itasca, IL

Sep 2018- Oct 2021

- ◆ Analyzed hundreds of online orders per day from big box retail orders and identified unusual activity, fraud and illegal activity.
- ◆ Discovered complex fraud trends that resulted in saving company hundreds of thousands in hard to identify fraudulently purchased orders. Led to client praise and renewal of contract.
- ◆ Doubled client count by outperforming A.I engine which allowed more time to be offloaded onto different retail based clients.

Software Engineer, PawByte LLC, Chicago, IL

Jan 2014 – Sep 2018

- ◆ Optimized WordPress themes and plugins to ensure security, stability and speed.
- ◆ Prevented numerous DDOS attacks via WordPress backdoor paths and amended server to perform routine up-time checks and restorations when necessary. Created smaller database calls for unrelated customer data and mailing lists.
- ◆ Developed an open source video game engine that applied the principles of object-oriented design, polymorphism and safe data handling .
- ◆ Developed a fully functional and easy to customize GUI library built in native C++ code that is built on top of new open source game engine. This involved emulating native GUI or browser based elements behaviors and properties.
- ◆ Managed GitHub repositories for community funded projects and maintain their releases and branches and road maps.
- ◆ Created micro-applications for handheld devices to test functionality and continue porting software for lower powered devices.

EDUCATION

Master of Science in Computer Science, University of Illinois at Springfield

Expected **May 2025**

Bachelor of Liberal Arts and Sciences in Political Science, University of Illinois at Chicago

Graduated **Jun 2013**

TECHNICAL SKILLS

Developer Tools	:	BitBucket, Confluence, GitHub, Jenkins, MySQL, Postman, Virtualization Servers
Programming Languages	:	C, C++, C#, Java, JavaScript, HTML, Lua, PHP, Python, SQL, Unix Shell scripting,
Tools and IDEs	:	CodeBlocks, Eclipse, IntelliJ, Visual Studio, Visual Studio Code
Skills	:	AGILE, Communication, Documentation, SDLC, Software Development, Testing

PROJECTS

VisitGary.net

Oct 2022

- ◆ Customized commercial WordPress theme to create and launch the brand new tourist website VisitGary.net.
- ◆ Used PHP to modify specific pages to ensure proper optimizations for user interactivity.
- ◆ Created and edited CSS files to bring vibrant and responsive design.
- ◆ Sourced, photographed and interviewed local businesses and owners.
- ◆ Upgraded servers to create a quick up-time response and restore website in case of DDOS attacks and/or high website traffic.