Nathan D. Moeller

February 2020

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Summary

I am currently a software engineer at IBM Data and AI working on Cloud Pak for Data. Previously, I graduated from the University of Minnesota – Twin Cities with a Master of Science in computer science. My interests include machine learning, AI, gaming, and software development.

Education

- M.S in Computer Science at University of Minnesota – Twin Cities 09/2014 – 05/2016
- B.S in Computer Science at University of Wisconsin – Madison 09/2010 – 05/2014

Experience

IBM

Advisory Software Engineer 04/2019 – Present

- Working on IBM Cloud Pak for Data, an AI platform for third party microservices.
- Designed and developed core features for Cloud Pak for Data including service provisioning, service life cycle management, and service extensions. Used by over 50 internal and external services. Stack includes React, Go, NodeJS, Kubernetes and CockroachDB.
- Developed a REST API server using Go for a service within Cloud Pak for Data called Data Virtualization.

Staff Software Engineer 02/2017 – 04/2019

- Developed features for SPSS Statistics using React including an improved data editor, variable editor, application updater, analyze procedures framework, and tabbed datasets. This work increased the product's NPS score by over 50 points.
- Developed a REST API service for the frontend to communicate to the legacy SPSS Statistics Java backend.
- Initiated early work on Watson Studio Desktop, using Electron, Docker, React and NodeJS.

University of Minnesota Institute for Health Informatics

*Research Assistant 0*2/2015 – 05/2016

- Implemented machine learning algorithms for detecting post-surgical complications.
- Worked with surgeons to elicit post-surgical indicators, formulate machine learning methods, and analyze data.
- Experience working with real electronic health data, relational databases, Perl, Python and R.
- Publication: Accelerating Chart Review Using Automated Methods on Electronic Health Record Data for Postoperative Complications

University of Wisconsin - Madison

Research Assistant 07/2012 – 06/2014

- Developed a front-end console in Javascript and python for visualizing wireless data on a research project called Wireless@Home which focused on factors that degrade WiFi performance in home environments.

Projects

BountyStreamer 05/2018 – 05/2019

- Developed a web application for viewers to propose “bounties” to twitch broadcasters to complete while playing on stream. Worked on a team of three using a Spring backend, React frontend, PayPal/Twitch APIs and AWS services.

Word Affects 10/2013 – 05/2014

- Won 3rd prize at the 2014 UW CS NEST competition for a Twitter sentiment analysis tool. For Word Affects, we implemented our own Naïve Bayes classifier. Word Affects allows users to see a real-time sentiment analysis of tweets. Worked on a team of three, and coded in PHP, Javascript, Java.

Focused Web Crawler Classifier 09/2015 – 12/2015

- Implemented a neural network classifier to detect patent related web pages for use in a focused web crawler. Worked by myself and coded in Python and Matlab.

Robot Parallel Parking 09/2014 – 12/2014

- Programmed a Pioneer 3 robot to parallel park between two cardboard boxes. Worked on a team of four and coded in C++.

Skills, Interests

- Languages and frameworks: Java, Javascript, React, NodeJS, Go, C#, Python, PHP, Matlab, SQL.
- Experience using Git, Docker, Kubernetes, MySQL, Postgres, Db2, MongoDB,
- Interests: Machine learning, database systems, distributed systems.