

Nathaniel A. Sena

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Summary Statement

I am a Full Stack Developer who used to work in SAAS sales. As a lover of product my entire life, I constantly think about how I can use technology to solve problems. I currently am learning native development in my spare time.

Education

B.S.E. - University of Pennsylvania, The Wharton School of Business

Class of 2016

General Assembly: Web Development Immersive

November 2017

Projects

Social Networking In VR: *Navigation and Social Messaging in VR* [ReactVR, React, Node, Express, JWT, Mongo, JS](#)

- Implemented custom conditional router to help users efficiently switch between scene components in VR
- Built VR interaction for posting messages within scenes and authenticating without traditional text inputs
- Designed navigation by users within scenes laterally to explore environments and find user messages

Dozer: *Sleep On the Go Without Missing Your Stop* [Node, AJAX, Express, Bcrypt, Mongo, Maps APIs, Twilio, JS](#)

- Circumvented notification issues from locked phones and closed browsers with Twilio calls, texts, and emails
- Improved user flow by building "replay destinations" allowing one click alarms for their favorite destinations

Free.ly: *Soundcloud Clone with Waveform Previews* [Ruby on Rails, Wavesurfer.js, SQL, Paperclip, Bcrypt, S3, JS](#)

- Created colored, interactive audio waveform previews to track between songs with precision using Wavesurfer.js, improving user awareness of current track
- Added greater social functionality with user comments, as well as photo uploads for tracks and profiles
- Protected user data against editing song and user models with protected routes using user credentials

Blastron: *3D WebGL FPS Game*

[Three.js, Howler.js, JS, HTML5](#)

- Built efficient 3D vector functions to calculate projectile trajectory, collisions, and local player position & rotation
- Optimized for fast load times and 60fps gameplay, accounting for fluctuations in framerate for smooth movement

Experience

Momentfeed - *Sales Development Representative*

2/2017 – 7/2017 Santa Monica, CA

- Generated meetings with executives at Comcast, Hibbett Sports, Smart & Final, Pressed Juicery, and United Oil
- Developed more effective messaging across team that paired high level benefits across personas and industries

Swellbox - *Intern/Product Consultant*

1/2015 – 5/2016 Philadelphia, PA

- Worked with developers to redesign user flow, organizing focus group testing on mobile and web platforms
- Coordinated incentive-based outreach campaigns garnering the attention of the University of Pennsylvania

Previous Experience

- Web Developer/Marketing Intern for Professor J.Scott Armstrong, Business Development Intern at CoinCloud (Bitcoin ATM), Intern at Havas Edge (Agency) where I designed a tool to help media buyers optimize their campaigns across network channels and times

Javascript | React(+VR) | Node.js | Three.js | MVC Frameworks | RESTful APIs | OCaml | Java | Ruby | Rails | MongoDB | PostgreSQL | Axios | Express | Git, Github | Ajax | HTML5 | JQuery | CSS3 | Unity3D | Adobe Suite