

Nathan Jesudason

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Education

Oregon State University, Bachelor of Science Computer Science
Computer Systems Option, GPA 3.9 Expected Spring 2023

Computer Science Projects

OSURC Website Revamp Dec 2020 - Current

- Created new OSURC website with Angular and NodeJS

OSURC Underwater Robotics Feb 2020 - Current

- Implemented image recognition code for underwater ROV
- Created ROS nodes to handle motor controls from joystick
- Created and trained team on Docker environments for ROS development

Othello Adversarial Search Algorithm April 2021

- Developed Othello minimax algorithm with alpha-beta pruning in Python

PIGSquad June 2019 Game Jam Entry: Tentacles February 2020

- Solo programmer on team of four developing platformer
 - Implemented game in C# in Unity
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Leadership, Work, and Volunteer Experience

Software Engineer Intern April 2022 - Current
Cognex, Portland, OR

- Implemented regex replace and folder creation tools on IS2800
- Add benchmarking support for C++ test suite and added to CI servers

eDNA Sampler Programmer Jan 2021 – Current
OPeNS Lab, Oregon State University, Corvallis, OR

- Developed codebase in C++ and UI in Typescript and React Redux
- Implemented code for flow and pressure sensors
- Expanded upon state machine design pattern

Undergraduate Research for Medical Surge Project Nov 2019 – Dec 2020
Oregon State University, Corvallis, OR

- Wrote code for NLP labeling task in Python with sklearn
- Implemented a systematic literature review system for news articles