Nathan Ramirez

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Education

University of California - Riverside — **Riverside, California**
BS in Computer Science — *September 2023 - December 2025*

College of the Desert - Palm Desert — **Palm Desert, California**
AS in Computer Science — *August 2021 - May 2023*

Technical Skills

Languages: Java, C++, C#, C, Python, TypeScript, JavaScript, SQL
Developer Tools: Git, GitHub, GitHub Actions, Maven, JUnit, IntelliJ IDEA, GCP, Google Test, Unity Test Framework
Technologies: Apache SeaTunnel, TCP/IP, Connector APIs, Next.js, React, TailwindCSS, Unity, OpenGL
Management: Agile, Jira, Scrum, GitHub Projects, Trello

Experience

idlexperts — **Remote**
Problem Design Engineer — *Sep 2026 – Present*

- Evaluate 40+ AI-generated code diffs weekly across production-scale repositories, reviewing implementation quality, task clarity, and test coverage
- Classify failures as agent defects vs. specification or grader ambiguity to improve RL training data for software engineering agents
- Reproduce failing tests and trace issues to code-level root causes across implementations, reference patches, and repository conventions

CodeDay Labs — **Remote**
Open-Source Software Engineering Intern — *May 2026 – June 2026*

- Contributed to **Apache SeaTunnel** under Bloomberg mentorship, delivering Java RFC 3164 TCP syslog connector across 16 files
- Parsed 7 syslog fields into SeaTunnel rows and integrated it with the platform's connector APIs
- Fixed multi-client TCP starvation by decoupling socket accepts from per-client reads for long-lived streaming clients
- Added 9 **JUnit** tests for parser correctness, TCP lifecycle, malformed input, and multi-client regression behavior
- Resolved 3 maintainer review rounds and 6 comments across CI, code style, merge conflicts, docs, and PR squashing

Gamespawn - UCR — **Riverside, California**
Workshop/Projects Lead — *September 2024 – December 2025*

- Led weekly engineering meetings for 10 Unity/C# programmers, assigning gameplay tasks, reviewing progress, and unblocking implementation issues
- Mentored 4+ project leads on GitHub workflows, Agile planning, Jira/GitHub Projects, and maintainable software development practices
- Designed UML-style class diagrams to communicate gameplay system architecture between programmers and game designers

Projects

Heart's Bid | *Unity, C#* — **github.com/ramirez-nathan/Hearts-Bid**

- Led a team of 5 in **AGILE** Development on a top-down wave-based shooter with poker hand damage system
- Created an engine tool to generate deck of 52+ cards with adjustable attributes, decreasing developers work time by 60%
- Implemented dynamic projectile prefab system to function with each unique scriptable card object
- Extensively stress tested gameplay by writing 60+ unit tests; deck system was tested by running 1000+ random scenarios
- Presented the game to 30+ individuals in a game showcase with 25+ users playing the game upon initial release week

Cave Crusade | *C++* — **github.com/ramirez-nathan/CaveCrusade**

- Led a team of 4 in a 10 week **SCRUM** process for dungeon crawler game built in **C++** using SFML API
- Implemented movement and combat systems, game interactables, collision handling, & sprite animations across 25 assets
- Created 6 unique enemies with distinct AI, managing spawning logic & memory-safe entity deletion
- Showcased the game to a live audience of 15, as well as deploying it to 20+ mutual peers for playtesting and feedback

Power Play | *Unity, C#* — **github.com/ramirez-nathan/Power-Play**

- Led a team of 3 as **SCRUM** Master for 20 weeks making a platformer fighting game
- Integrated unique frame data to 20+ attack animations & implemented a **state machine** to manage player states
- Integrated input handling that supports 5 different controller devices, 2 simultaneous player instances at a time
- Designed & implemented fighter class creation system utilizing scriptable objects to represent 12+ powers