

# Nate Browne

SOFTWARE ENGINEER, COMPUTER SECURITY ENTHUSIAST

San Francisco, California

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## Education

### University of California, San Diego

La Jolla, CA

B.S. IN COMPUTER SCIENCE

June 2020

- Resident Assistant for two years in Warren College
- Founder of Late Night Hacks, a computer security club and CTF team

## Skills

**Programming Languages** Python, C, C++, Java, Haskell,  $\LaTeX$ , ARM Assembly, x86, OCaml

**Spoken Languages** English, Spanish

## Experience

### Github, Inc.

San Francisco, California

SOFTWARE ENGINEER

April 2022 - Present

- Software engineer on the Privacy team in the Security organization

### Momentive, Inc.

San Mateo, California

SOFTWARE ENGINEER

Aug. 2020 - April 2022

- Software engineer on the billing and payments development team
- Helped maintain and modernize the automatic billing system as the service owner for the system
- Led a project to migrate vendors for billing emails, saving operating costs for the company
- Built out a billing invoice authorization page to prevent users from seeing invoices that don't belong to them, preventing over 50,000 unauthorized billing invoice views.

### UCSD CSE Department

La Jolla, CA

LEAD UNDERGRADUATE TA

Jan. 2018 - Jun. 2020

- Undergraduate TA for CSE 11 (Intro to Object-Oriented Programming), CSE 12 (Basic Data Structures), CSE 15L (Software Tools and Techniques), and CSE 30 (Computer Organization/Systems Programming) with Gary Gillespie and Rick Ord.
- Created and proctored exams; graded assignments, quizzes, and exams; and held tutoring hours

### SurveyMonkey, Inc.

San Mateo, CA

SOFTWARE ENGINEER INTERN

Jun. 2019 - Aug. 2019

- Worked on the billing and payments development team and used Python and Java to build out a new backend framework for storing credit card data into a different secure database and migrating data from one to the other.

### ServiceNow, Inc.

La Jolla, CA

SOFTWARE ENGINEER INTERN

Jun. 2018 - Aug. 2018

- Worked on the core platform development team and used Java to write integration tests and a software benchmarking tool.

## Projects

### NotARook-ie

On Github @nate-browne

C

- Wrote a fully functional chess engine in C that is rated about 2500 ELO
- Engine uses alpha-beta pruning and negamax, with other optimizations, to find and play the best moves.

### CSE 12 Redesign

On GitHub @nate-browne

C++

Jul. 2019

- I wanted to try out the life of a professor, so I made a website, wrote assignments, and wrote lecture notes for a revised version of the "Basic Data Structures" class at UCSD
- Course progresses through basic to intermediate data structures while having students implement the C++ STL versions by hand