Nathaniel J. Grabaskas

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Summary

- Skilled parallel algorithm and performance optimization software development engineer.
- Self-driven complex problem solving, motivated for process improvement, and an active contributor in team collaboration.
- Passionate about finding innovative solutions for distributed systems and performance optimization.
- Dedicated leadership and interpersonal communication skills from serving in the U.S. Army.

Skills

- C / C++ / Java / Lua scripting language
- CUDA / Multi-Agent Spatial Simulation (MASS)
- Android Development Kit

- Microsoft Project (workflows) / SharePoint / Git
- MATLAB / Torch 7.0 (Machine Learning Libraries)
- OpenMP / MPI

Education

University of Washington

Graduation March 2018

M.S. in Computer Science and Software Engineering - Bothell, WA

Courses

- Parallel Algorithms in Grid and Cloud, Distributed Computing, High Performance Computing, Machine Learning *Projects*
 - Automated parallelization of distributed neural network training on embedded devices with a focus on decreasing programming effort and increasing usability.
 - As-intended vs. as-implemented software architecture visualization tool using Agile software development methodology and source code management tools.
 - 2D wave simulation using OpenMP, MPI, and C++ with computation prioritization and boundary communication overlap achieved 96% parallel speedup efficiency.
 - "Anomaly Detection from Kepler Satellite Time-Series Data" using traditional algorithms and recurrent neural network on MATLAB software. (Presented at MLDM 2017 conference)

Liberty University 2008

B.S. in Computer Science (Magna Cum Laude) - Lynchburg, VA

Experience

PengFei Studios

Software Development Engineer

2014 - 2016

- On-time delivery of 3 Android apps: Dawn of the NanoAge, Disciples of Professional Excellence Knowledge Management, and MiFy Calendars.
- Acquired experience in new technologies to ensure project requirements were successfully met. New technologies include: ADK, Unity 3D, Google Play APIs, SQLite, and JavaScript.
- Analyzed and translated customer needs to mobile application designs and small business websites with complete customer satisfaction.

United States Army 2009 – 2016

Project Manager

• Managed 400+ high-risk operations from initiation to closure overseeing a 3,500-soldier unit in Afghanistan.

- Responsible for 240+ projects across the U.S. and South Asia for a 300-soldier unit.
- Leveraged technical and business acuity to communicate effectively with senior leaders and cross-functional teams. Significantly improved combat training resource utilization rate from 34% to 92%.
- Instituted online system and new management processes to increase on-time task completion from 65% to 95%.

Senior Team Leader

- Led 12 soldier team through training, combat missions, and skill qualifications. Oversaw 100+ explosive detection missions with zero incidents.
- Inspired team members and created an open communication culture. Attention to detail and high performance earned numerous recognitions (i.e. letters of commendation, Army awards, rank promotions, etc.)

Prologic Inc. 2008 – 2009

Software Engineer

• Responsibilities included test strategy preparation, test plan development, test case creation, test execution and bug tracking during software development of U.S. Army's intelligence collection and management software.

- Proficient at GUI, functional, integration, regression, database, and unit testing on daily, milestone, and release builds of the military intelligence software.
- Implemented automated testing environment to increase error identification rate by over 80%.

Publications

• (2017) Anomaly Detection from Kepler Satellite Time-Series Data

Languages

-Chinese Mandarin (Intermediate)

-English (Fluent)

Honors

Top Graduate – US Army Advanced Leadership and Management Development Course (2016) **Soldier of the Year 2010** – Selected from among 3,500 soldiers for knowledge and professionalism

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