

Nate Lemke

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Education

BCIT

Jan 2018 - Dec 2019

Computer Systems Technology Diploma
Technical Programming Option
Graduated with Distinction

Bachelor of Technology in Computers Systems

Sept 2021 - May 2024

Network Security Option
Graduated with Distinction

Skills

Proficient:

- Javascript
- React
- Firebase
- C#/C++
- HTML/CSS
- Tailwind
- Python
- Git

Familiar:

- .NET
- SQL

Projects

Pixel Painter

Solo Project

A browser-based art program that can be used to create and save drawings.

- Created using React, Tailwind, Javascript and Next.js.
- Uses Firebase as a database to store drawings.
- Features custom colours and variable brush sizes.

Messenger App

Solo Project

A real-time messaging app that allows you to chat with other users.

- Created using React, Tailwind, Javascript and Next.js.
- Uses Firebase for user authentication, database, and image storage.
- Supports sending image messages and emoji.

Goal Tracker

Solo Project

A Goal tracking app that allows users to set and track the progress of tasks and sub-tasks

- Created using React, Tailwind, Javascript and Next.js.
- Uses Firebase for user authentication and database.
- Connects to an API for weather updates, and changes the dashboard display according to the weather

Personal Website

Solo Project

My personal portfolio website, listing my bio, skills, projects and contact information

- Created using React, HTML, CSS, and Next.js
- Deployed and hosted using Vercel at www.natelemke.dev

Reservoir Rescue

Team Size:4

A web-based pipe connecting game

- Stored Leaderboard information using PHP and SQL
- Created various menu pages with HTML and CSS
- Developed gameplay using Javascript and Phaser framework

Trieris

Team Size: 4

A computer version of a strategy board game

- Translated previous code from Java to C#
- Created new version of game using C# and Unity
- Designed and implemented entirely new UI
- Troubleshoot and fixed various issues with game AI

Floral Trauma

Team Size:24

A team-based online multiplayer game

- Worked across multiple development teams
- Worked with other teams to make design decisions
- Created Game UI and menus using C# and Unity

Covert Channel Detector

Solo Project

A program to analyze traffic files and detect covert channels

- Developed using Python and Scapy library
- Reads user-created rules file and generates warnings when a rule is violated
- Also created a tool for testing that created covert channels in various packet headers