

# Nathan Oswell

4683 Vitullo Dr. • Allison Park, PA 15101 • Phone: 412-862-5964 • E-Mail: naoswell@hotmail.com

## Education

Carnegie Mellon University

Fall 2020-present

Major: Information Systems

B.A. expected May 2024

Planned Minor: Game Design

expected May 2024

### Relevant Courses Completed:

- Concepts of Mathematics
- Fundamentals of Programming and Computer Science
- Principles of Computing
- The Information Systems Milieux
- Database Design and Development
- Information and Grid Design
- Principles of Imperative Computation

### Relevant Courses Currently Taking:

- Application Design and Development

Hampton High School, Allison Park, PA

Graduated June 2020

Magna Cum Laude

## Experience

Carnegie Mellon University

Summer Worker, Office of the General Counsel

June-August 2019

- Performed general office duties as requested (e.g. delivered documents around campus, reviewed and organized files, assisted in packing office files for office move).

Wildwood Highlands, Allison Park, PA

June-August 2018

Summer Worker

- Operated register and prize counter, operated rides, cleaned and organized as needed.

Pittsburgh Pirates, Pittsburgh, PA

June-August 2021

#### Guest Relations Team Member

- Provide guest services, welcoming guests, helping with questions.
- Ensure a safe environment by following PNC park policies and procedures while maintaining a respectful approach with all PNC Park guests.
- Maintain knowledge of PNC Park rules and regulations and observe all established protocols for reporting violations, radio contact and other job specific procedures.
- Monitor access to restricted areas and tickets on game days.
- All other duties assigned by PNC Park Operations Management.

#### Hampton Community Library volunteer

Feb-March 2017; July-Aug. 2017; Feb-March 2019; Feb-March 2020

- Assisted patrons (both children and adults) by answering their questions and directing them to the relevant books.
- Assisted participants in the summer reading program. Duties included recording reading progress and providing any earned rewards and prizes.
- Reshelfed books in accordance with the library's organizational system.
- Performed miscellaneous tasks as needed around the library, such as straightening books on shelves and cleaning whiteboards.

#### Programming Languages

- Python (familiar)
- C (familiar)
- C# (currently learning)

#### Activities and Interests

- Carnegie Mellon University Game Creation Society (profile soon coming to their website)
- Hampton High School Orchestra (violin), 2016-2020
- Hampton Track and Field (100m, 200m, long jump), Spring 2018, Spring 2019, Spring 2020