Nathan Cote

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nathancote.dev

EDUCATION

Worcester Polytechnic Institute – Worcester, MA
MS in Computer Science (BS/MS Program) *Expected Dec 2027*
BS in Computer Science - GPA: 3.94/4.0 *Expected May 2027*
Dean's List All Semesters, Charles O. Thompson Scholar
Relevant Coursework: Graduate Algorithms; Operating Systems; Software Engineering; Systems Programming Concepts; Accelerated OOP Design Concepts, Discrete Mathematics

EXPERIENCE

Dell Technologies STEM Aspire Program *Aug 2025 – present*
- Selected for a competitive technical and professional development program focused on career readiness in the technology industry
- Engaged in 1:1 mentorship with Dell professionals and participated in workshops on emerging technologies, soft skills, and technical topics
- Gained exposure to Dell's innovations, company culture, and real-world applications through hands-on learning and networking

Rethinking Livability in Venice with Island Level Indicators with *SerenDPT* *Mar 2025 – June 2025*
View Team Website
- Partnered with local Venetian organization *SerenDPT* on a research initiative to assess livability across all 126 Historic City Islands of Venice, building upon nearly 40 years of prior research
- Designed a 7-indicator scoring system to evaluate island livability on a 0-10 scale, incorporating major categories of Public Services, Mobility, and Island Usage
- Developed livability quiz website (HTML, CSS, JS) with web scraping (Cheerio, Node.js) and geospatial analysis of 4,000+ docks and bridges (Python, ArcGIS)
- Co-authored a 79-page research paper on livability across the Venetian islands
- Produced an open-source dataset for urban planning and tourism researchers

TECHNICAL PROJECTS

SkiPool (In Progress) – Full Stack Web Application *Aug 2025 – present*
View Website
- Building a rideshare platform to coordinate ski trip logistics
- Developed a responsive dashboard utilizing Next.js and Tailwind CSS, alongside Leaflet.js to visualize trip routes on interactive maps
- Implemented Firebase Authentication and Firestore to support real-time user interactions
- Designed to reduce traffic and carbon emissions to ski resorts by connecting riders and drivers, lowering costs and environmental impact

Droid404 – Personal Game Development *Apr 2020 – Jun 2022*
View on Steam
- Published a multi-level 2D platformer video game on Steam
- Designed and programmed using the Unity Game Engine and C#
- Gained hands-on experience in commercial game development and publishing
- Generated $94 in revenue with a total of 51 units sold; currently wishlisted by 233 users

LEADERSHIP

Cofounder - FHS Programming Club *Sept 2023 – May 2024*
- Cofounded club; organized hackathon participation and tutoring sessions

Principal Violist - FHS Orchestra *Sept 2022 – May 2024*
- Principal Violist, guiding orchestra to multiple MICCA Gold Medals in 2022, 2023, and 2024

Instructor - Personal Best Karate, Foxborough, MA *Jan 2020 – Aug 2023*
- Taught students of all ages and earned 3rd Degree Black Belt (Jan 2022)

SKILLS

Languages: Java; C; C++; C#; HTML; CSS; JavaScript; TypeScript; Python; Bash; Racket
Frameworks & Tools: Next.js; Tailwind CSS; Node.js; Firebase; Leaflet; Cheerio; Unity; Figma; ArcGIS
Systems: Linux (Ubuntu, Kali); Windows; macOS
Developer Environments: Eclipse; IntelliJ IDEA; Visual Studio; VS Code