Natalia Migdal

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EXPERIENCE

Goldman Sachs, New York, NY— Software Engineer

July 2018 - Present

- Helping internal business users produce reports with React or Angular web applications, Tableau servers, or PDF generating APIs
- Implementing APIs and automated jobs for retrieving, aggregating, calculating, and publishing Risk metrics using Java and Goldman proprietary languages Slang and PURE
- Tackling database problems such as, but not limited to, big data problems, deadlocks, model enhancements
- Routinely recruiting and presenting technical talks on Goldman's technology to bring in new interns and full-timers

Nike, Beaverton, OR- Software Engineer Intern

May 2017 - August 2017

- Built a single-page React application interacting with Microsoft Outlook APIs to book meeting rooms on-the-go, deployed internally using Amazon S3
- Participated in a Nike Technology hackathon and created Acrobot, a Slackbot that stored and retrieved acronym meanings, aimed at aiding new joiners in understanding Nike jargon

TechnipFMC, Houston, TX— Software Engineer Intern

May 2016 - August 2016

- Worked with a team to debug and configure an SAP application with ABAP to provide a better user interface
- Deployed the Fiori Launchpad and a subset of mobile applications, all provided to uplift and deprecate legacy Human Resource pages, to a pilot group of users on their laptops and phones

PROJECT HIGHLIGHTS

Machine Learning Enabled Stethoscope — Senior Design

Collaborated in a team of three to implement a wearable stethoscope capable of detecting irregular heartbeats. Personally focused on implementing an adaptive filter and the machine learning algorithm for detection, Least Mean Square and Kth Nearest Neighbor respectively, in C++.

Pyschedelity — Virtual Reality Experience

Inspired by Brian Lewis Saunders' self-portraits, created a virtual reality experience simulating the effects of drugs by altering visual effects via chromatic aberrations, texture mappings, and image warping.

EDUCATION

University of Illinois, Urbana-Champaign

Bachelor of Science Computer Engineering

Class of 2018

Noteworthy Coursework: CS 498: Virtual Reality ECE 448: Artificial Intelligence ECE 391: Operating Systems ECE 385: Digital Systems

SKILLS

Computer: Java, SQL, HTML/CSS, Linux, Assembly and Machine Language, Unity, React, Angular

Hardware: Logic Design, Breadboarding, Soldering

LANGUAGES

English, Polish

INTERESTS/HOBBIES

Coffee, Fashion, Guitar, Deadlifting, Neuroscience