

Nathan Bryant

Software Developer

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🔗 <https://nathanbryant.netlify.app> 🌐 <https://github.com/NcollegeB>

Education

M.S. in Computer Science (in progress), *California State University, Chico* Chico, CA

- Relevant coursework: Operating Systems, Computer Networks, Data Structures, Algorithms, Software Engineering, AI/ML.
- Tools: C, C++, C#, Go, Python, SQL, Git, Docker, GoogleTest, .NET, Linux.

Professional Experience

Software Developer, *Independent & Academic Projects* 2020 – Present

- Built C/C++ systems projects using POSIX/Linux concepts, multithreading, mutexes, producer-consumer queues, file I/O, DNS lookup, and error handling. Chico, CA
- Developed C#/.NET tools and game mods with MonoGame, BepInEx, Harmony, Jotunn, CustomRPC networking, Git, Make, Docker, and GoogleTest.

Sales Associate, *Guitar Center* 2021 – 2024

- Resolved customer needs through technical product recommendations, troubleshooting, communication, teamwork, documentation, and follow-through. San Francisco Bay Area, CA

Skills

Languages & Tools

C, C++, C#, Go, Python, SQL, JavaScript, HTML/CSS, Git, GitHub Actions, Docker, Linux/Unix, Make, GoogleTest, Visual Studio, .NET

CS & Frameworks

Data Structures, Algorithms, OOP, Operating Systems, Computer Networks, Multithreading, Synchronization, POSIX, Sockets, File I/O, Graph Algorithms, DFS/SCC, MonoGame, .NET, BepInEx, Harmony, Jotunn, AI/ML

Projects

RecipeShare - Valheim Multiplayer Mod,

C#/.NET, BepInEx, Jotunn, Harmony, CustomRPC | github.com/NcollegeB/RecipeShare

- Built C#/.NET Valheim multiplayer mod using BepInEx, Jotunn, Harmony, and CustomRPC; added server-side validation, message serialization, config/logging, and loop-prevention guards.

GambleMod - Valheim Console Command,

C#, Jotunn, BepInEx, Unity tooling | github.com/NcollegeB/ValheimGambleMod

- Developed C# Valheim console command with input validation, cooldowns, inventory updates, random outcomes, prefab spawning, and defensive error handling via Jotunn/BepInEx APIs.

Tarjan vs. Kosaraju SCC Visualizer,

C#/.NET 8, MonoGame | github.com/NcollegeB/TarjanVsKosarajuAlgorithmVisualizer

- Created C#/.NET 8 MonoGame visualizer comparing Tarjan vs. Kosaraju SCC algorithms with DFS, adjacency lists, graph switching, colored components, arrows, and execution-time display.