

Nathaniel Victorino

Santa Maria, CA 93458

Phone: 805-325-0278 | Email: coolnathan120@outlook.com

Career Objective

Experienced website developer seeking a coordinated team project. I am passionate about developing secure applications and I want to work with an experienced driven team. I like seeing smiles and I will take any opportunity to make someone's day better. I am not afraid of being uncomfortable, failing has benefitted me more than succeeding.

Education

Allan Hancock College, Santa Maria, CA

Summer 2023 - Spring 2025

Computer Science for Transfer AS Degree

California Polytechnic State University, San Luis Obispo, CA

Summer 2025 – present

Activities and Volunteer Work

- Website Development (advanceautolocksmith.net & lacafecita.com/secretaccess)
- Former active member of the Allan Hancock CS club
- Earned OSHA Certified License
- I learned modules and classes by developing a horror game on Roblox.
- I 3D modeled clothing, hair, and weapons in Blender.

Work Experience

Advance Auto Locksmith, Professional Automotive Locksmith

Fall 2023 – Spring 2025

- I sold smart keys and have made tips from people who appreciated my work and presence
- I operated a mobile van, programmed and cut smart-key fobs, and repaired ignition switches.
- I handed out flyers which taught me how to make sales and approach people.

Self Employed Web Developer (Model-View-Controller architecture)

Summer 2023 - Present

- PHP, Laravel, React, Stripe API, Git, MySQL, and I am ok with learning new technologies.
- I understand how to write and organize a codebase properly
- I am familiar with API and databases
- I am capable of using both Windows and Linux for hosting and testing sites for production.

Video Game Developer

Fall 2019 - 2023

- Object-oriented Programming experience in Java and Lua
- Basic core principles (Abstraction, Modularity, Encapsulation, Data Structures, Debugging, etc)
- Manipulation of 3D vectors, ray casting, classes, graphical user interface, datastores, & more
- Java – Arrays, Generics, Nodes, Binary trees, Recursion, Stacks & Queues, and Big-O notation