

Nathaniel MacKinlay

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EXPERIENCE

Amazon - Seattle, WA

May 2022 - Present

Frontend Engineer II (Full-Stack & Desktop)

Feb 2024 - Present

- Owned modernization of the AWS Deadline Cloud desktop application, evaluating Electron and Tauri 2 before leading a Rust-based Tauri 2 rewrite of IPC, authentication, and Deadline CLI integrations.
- Rebuilt cross-platform CI/CD with GitHub Actions and AWS, adding automated integration tests across Windows, macOS, and Linux plus signing, packaging, and deployment to S3 and CloudFront.
- Built a Python serverless update service with AWS Lambda and API Gateway, enabling weekly customer releases and daily internal builds.
- Implemented navigation across sell.amazon.com with React and Java Spring, increasing customers progressing from marketing pages to Amazon Seller sign-up by 10% month over month.
- Migrated Node.js services from a legacy authentication library to AWS SigV4, reducing p50 latency by 15%.

Frontend Engineer I

May 2022 - Feb 2024

- Designed and implemented a client-side notification API in React, TypeScript, and SCSS to communicate system notifications and the status of customer-initiated operations across applications.
- Led development of a TypeScript session-expiration system that warned users before authentication expired, preventing lost work and eliminating redundant API calls that reduced average page-load time by 500 ms.

Camp Squatch LLC

May 2026 - Present

Founder & Software Engineer

- Sole engineer developing Foxtrot, a Unity mobile game launching on iOS and Android in 2026, owning application architecture, gameplay implementation, UI, native platform integrations, and release engineering.
- Built native iOS and Android integrations in Swift and Kotlin for HealthKit and Health Connect step data, along with permissions, notifications, in-app purchases, and advertising.

Hawaiian Airlines - Tempe, AZ

June 2021 - May 2022

Associate Software Development Engineer

- Reworked application state management with NgRx and RxJS across shopping and booking applications to support a microfrontend architecture.
- Built a CI/CD pipeline for an Angular UI library, automating build, test, and publication to a private npm repository using JFrog, Puppeteer, Mocha, and TypeScript.

EDUCATION

Arizona State University

Tempe, Arizona

Master of Computer Science | 3.61 GPA

December 2022

Bachelor of Arts in Philosophy | 3.9 GPA | Summa Cum Laude

December 2020

SKILLS

- Python, JavaScript/TypeScript (React, Node.js, Next.js, Angular), Rust (Tauri), C# (Unity), Swift, Kotlin, Java, HTML/CSS
- AWS (Lambda, API Gateway, CodeBuild, CodePipeline, S3, CloudFront, SES), GitHub Actions, iOS/Android, CI/CD, AI tools (Claude Code, Codex, custom agent workflows)