



natguy@uw.edu

Education

- M.S. in Aeronautical & Astronautical Engineering (expected Winter 2016)
- M.S. in Computer Science (received 2015)
- B.S. in Computer Science, Georgetown University (received 2005)
- B.A. in Japanese, Georgetown University (received 2005)

Industry

- Senior Bilingual Software Engineer, Nintendo of America (2005-2007; 2010-2013)
- Intern, NASA Jet Propulsion Laboratory (Human Interfaces Group, Summer 2014)
- Intern, Space Exploration Technologies (Flight Software Group, Fall 2014)

Research Interests

- Fault detection and diagnosis
- Planetary rover and spacecraft mobility and control
- Control of distributed agents
- Tele-robotics
- Computer vision
- Guidance and navigation
- Interactive simulation

Publications

Patents

- Nathaniel Guy, Chad Hinkle, Mark Jawad, and Steve Rabin. U.S. Patent No. 8,516,467: “Method and Apparatus for Enhancing Comprehension of Code Time Complexity and Flow.” Issued August 20, 2013.
- Nathaniel Guy, Mark Jawad, and Steve Rabin. U.S. Patent No. 8,147,333: “Handheld control device for a processor-controlled system.” Issued April 3, 2012.

Awards

- Andris Vagners Memorial Fellowship (2013)

Links

- [Nat's personal website](#)
- [Nat's Github project page](#)