Nathaniel Morihara

306 Bryant Avenue, Ithaca, NY 14850

(585) 944-8496 ▫ nhm37@cornell.edu ▫ NathanielMorihara.com

OBJECTIVE

Obtain a paid position that will enable me to solve complex problems through creative application development while developing leadership skills.

EDUCATION

Cornell University, College of Engineering, Ithaca NY   May 2015
Bachelor of Science Degree in Computer Science GPA: 3.22

SKILLS

Java • C# • Android Development • C++ • Javascript • HTML • C • OCaml • MATLAB • User Interface

EXPERIENCE

Javascript Team Lead/Developer for ToonChat.   Summer 2014 - Present
• Lead a 4 person team, delegating tasks and running meetings, coordinating between teams and project coordinators
• Animated an 821 vertex avatar to mimic facial expressions from a webcam capture using Two.js and Intraface
• Developed interface to manually manipulate and blend 2 or more SVGs, and run C++ code in Google Chrome

Mobile App Developer Intern at Concur Technologies.   Summer 2013
• Developed a prototype application that enables employees to share travel advice
• Devised and implemented a 12 column SQLite database and query engine in Java using Android API's
• Optimized for user-friendliness by refining the gestures and XML layout of the Android UI

Android Developer for "3 Day Startup".   Fall 2013
• Created a drink-sharing application for Android, collaborating with a web and back-end developer
• Designed and programmed the prototype Android application in two days for a presentation to investors
• Implemented connectivity between app and website with Parse Push, allowing push notifications

PROJECTS

Black Friday for Game Architecture   Spring 2014
• Awarded "Audience Favorite" out of 12 competing games at the "Game Design Initiative at Cornell" Showcase
• Developed a 10-level video game and level editor as part of a 6 person team using XNA tools in C#

Tetris AI for Artificial Intelligence   Fall 2013
• Developed an autonomous, Java-coded Tetris player that selected rational moves in real-time
• Optimized move selection using a local search algorithm, helping the player average 1,063 lines per game

COURSE WORK

• Computing – MATLAB & Robotics
• Digital Logic & Computer Organization
• Analysis of Algorithms
• Embedded Systems
• Game Architecture

• Object-Oriented Programming & Data Structure
• Data Structures & Functional Programming
• Operating Systems
• Artificial Intelligence
• Machine Learning

OTHER EXPERIENCE

House Manager of Phi Gamma Delta.   Fall 2012 - Summer 2013
• Organized brothers for cleanups and managed the fraternity house, including facility improvement projects and budgets

Soccer Coaching for YMCA.   Fall 2013 - Present
• Volunteer as a coach, organizing and teaching over 20 children weekly at the local YMCA