118 McGraw Place

Ithaca, NY 14850

Cell Phone: (585) 944-8496

Nathaniel Morihara

nhm37@cornell.edu

8 Buchanan Road

Pittsford, NY 14534

Home Phone: (585) 218-9605

EDUCATION

Cornell University, College of Engineering, Ithaca NY   May 2015

Bachelor of Science Degree in Computer Science GPA: 3.16

COURSE WORK

- Computing – MATLAB & Robotics
- Digital Logic & Computer Organization
- Analysis of Algorithms
- Game Architecture
- Entrepreneurship for Engineers
- Multivariable Calculus

- Object-Oriented Programming & Data Structure
- Data Structures & Functional Programming
- Artificial Intelligence
- Embedded Systems
- Discrete Mathematics
- Differential Equations

EXPERIENCE

Mobile App Developer Intern at Concur Technologies. Bellevue, WA   Summer 2013

- Collaborated with three other interns to conceive and initiate the development of a prototype application that helps employees share travel advice
- Devised and implemented a 12 column SQLite database and query engine in Java using Android API's
- Programmed and refined the gestures and XML layout of the Android UI, optimizing for user-friendliness

Developer for "3 Day Startup". Cornell, Ithaca, NY.   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

Tetris AI 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

SteamMaku Game Data Structures and Functional Programming   Fall 2013

- Programmed a bullet hell game written in OCaml with a partner
- Designed the game modularly to track the state of the game and communicate with the server and GUI

Sudoku Puzzle Solver Computing- MATLAB & Robotics   Spring 2012

- Wrote a program in MATLAB that completed a solvable 9x9 Sudoku puzzle represented as a matrix
- Employed a combination of logic and brute force methods to fill in the puzzle in less than 4 seconds

SKILLS

Java(advanced)•C#(proficient)•C++(proficient)•OCaml(advanced)•MATLAB(proficient)•Android Development

OTHER EXPERIENCE

House Manager of Phi Gamma Delta. Ithaca, NY   Fall 2012-Summer 2013

- Managed fraternity house, including facility improvement projects and budgets