118 McGraw Place   **Nathaniel Morihara**   8 Buchanan Road

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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	• Object-Oriented Programming & Data Structure	
• Digital Logic & Computer Organization	• Data Structures & Functional Programming	
• Analysis of Algorithms	• Artificial Intelligence	• Linear Algebra
• Game Architecture	• Embedded Systems	• Differential Equations
• Entrepreneurship for Engineers	• Discrete Mathematics	• Multivariable Calculus

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