

Nathaniel Morihara

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EDUCATION

Cornell University, College of Engineering, Ithaca NY

May 2015

Bachelor of Science Degree in Computer Science GPA: 3.25. Dean's List Spring 2014, Spring 2015

EXPERIENCE/PROJECTS

Software Engineer II at Workday Inc.

Fall 2015 - Present

- Developed a Java/Scala Play server that retrieves data from REST APIs to generate front-end meta-data
- Designed and implemented our platform APIs that provide UI development tools for both internal and partner developers
- Planned and drove documentation initiatives to educate Cloud Platform developers using our services
- Communicated our APIs by writing documentation and samples, leading office hours and answering hackathon questions
- Collaborated with UX designers and product managers to develop feasible and user-friendly page designs for applications
- Served as my team's representative helping integrate a subsidiary company, Platfora, into the Workday ecosystem
- Managed and mentored four interns on different projects, providing direction and teaching software engineering basics

Javascript Team Lead/Developer at 2Dme.

Summer 2014

- Led a 4 person team, delegated tasks with an agile methodology, liaising between teams and project coordinators
- Animated an 821 vertex avatar to mimic facial expressions using Two.js and Intraface

Mobile Application Developer Intern at Concur Technologies.

Summer 2013

- Developed a prototype application that enables employees to share travel advice
- Optimized for user-friendliness by refining the gestures and XML layout of the Android user-interface

Black Friday for Game Architecture.

Spring 2014

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

OnMe for 3 Day Startup.

Fall 2013

- Collaborated with two other developers to implement an Android application for a demo to a panel of judges
- Recognized as best development team in the competition for our progress in the two days allotted

Reminder Application as a side project.

Summer 2016

- Built a simple Android application to quickly write and e-mail myself reminders

SKILLS

Java • C# • Android Development • Scala • User Experience Design • Kotlin • Javascript

COURSE WORK

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|--|--|
| • Object-Oriented Programming & Data Structure | • Embedded & Operating Systems |
| • Digital Logic & Computer Organization | • Data Structures & Functional Programming |
| • Analysis of Algorithms | • Open Source Software Engineering |
| • Artificial Intelligence | • Game Architecture |
| • Information Systems & Analysis | • Information Retrieval |

OTHER EXPERIENCE

Tutor and Teaching Assistant at Cornell University

Spring 2015

- Tutored students in object-oriented programming and provided creative feedback for Game Architecture projects

Formal Event Manager for Phi Gamma Delta

Spring 2014 – Spring 2015

- Organized formal events for 160+ guests and managed a \$10,000 budget