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 server that harmonized data & meta-data from REST APIs to generate meta-data interpreted by front-end
- Designed and implemented APIs that provided UI development tools to engineers using our platform
- Coded with a focus on maintainability and backwards compatibility, including unit, integration, and acceptance tests
- Communicated our API to developers on our platform by answering questions, coding samples and writing documentation
- Collaborated with UX designers and product managers to develop feasible and user-friendly page designs for applications
- Advised and communicated our platform and agilely provided tooling to enable integration endeavors with external teams
- Cooperated with a team of 10+ engineers and product managers, employing a SCRUM development pattern

Javascript Team Lead/Developer at 2Dme.   Summer 2014
- Led a 4 person team, delegating tasks with an agile methodology, coordinating 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 • Javascript • User Experience Design • Kotlin • C++ • HTML • CSS • C

COURSE WORK

• 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 managing a $10,000 budget