

Nathaniel Morihara

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OBJECTIVE

Obtain a fulltime paid position that will enable me to build creative applications while developing leadership skills.

EDUCATION

Cornell University, College of Engineering, Ithaca NY May 2015
Bachelor of Science Degree in Computer Science GPA: 3.22. Dean's List Spring 2014

EXPERIENCE/PROJECTS

Javascript Team Lead/Developer at 2Dme. Summer 2014 - Present

- Lead 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
- Developed an interface to manually manipulate and blend 2 or more SVGs

Mobile App 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 UI
- Devised and implemented a 12 column SQLite database and query engine in Java using Android API's

RoarSchach for BigRed Hacks Fall 2014

- Built a website to enable psychiatric physicians to easily interface with their patients, working with a 3 person team
- Designed and programmed the front-end of the landing page, focusing on visual appeal and user experience

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

- 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

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

SKILLS

Java • C# • Android Development • C++ • Javascript • HTML • CSS • C • OCaml • MATLAB • User Interface • Two.js

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 | • Artificial Intelligence |
| • Game Architecture | • Information Retrieval |

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