Nicholas Mohr

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Education:

Massachusetts Institute of Technology: **Cambridge, MA**
Candidate for B.S. in Computer Science and Engineering, GPA: 4.7/5.0   *June 2016*
Relevant coursework: Introduction to Machine Learning, Introduction to Algorithms, Elements of Software Construction, Computation Structures, Mathematics for Computer Science

Ohio State University: **Columbus, OH**
Student, enrolled concurrently with HS   *August 2011 - June 2012*
Relevant coursework: Software Development Using Components I and II and Software Case Studies
Programmed in C++ and covered pointers, context-free grammars, code generation and compilers

Experience:

Akamai Technologies   **Cambridge, MA**
Data Visualizations Internship, Platform Operations   *June 2014 - August 2014*
- Created data visualizations using Javascript and D3 to fill a 28 screen display aiming to make the work of the Network Operations Control Center (NOCC) more efficient
- Devised a geographical representation of the tickets, maintenances, and ESSL scorches that the engineers in the NOCC use to help ensure quality of service for Akamai's customers
- Developed a new metric to determine which tickets have priority to be fixed first using the number of high priority tickets in the area and the amount of server capacity in that area

MIT Game Lab   **Cambridge, MA**
Student Researcher, E-Sports Visualizations   *June 2013 - June 2014*
- Designed and created a GalaxyScript Mod to improve the observation of competitive StarCraft 2
- Created time sensitive representations including graphing workers lost and units lost against time and popping up timing windows when they became appropriate
- Signed over the mod to Blizzard so that they could develop and QA it within the company
- Mod project featured in all official Blizzard Starcraft 2 tournaments with millions of unique viewers

MIT Battlecode Programming Competition   **Cambridge, MA**
Team Member   *January 2013, 2014*
- Devised and coded a player program in Java for the computer game, Battlecode, using artificial intelligence, pathfinding, code optimization and version control that led to competition in the Battlecode finals
- Placed 1st out of 100 in the sprint tournament, winning a total of $7500, and receiving additional awards for Most Helpful Team, Infinite Testing and Stage Presence

Undergraduate Practice Opportunities Program (UPOP)   **Cambridge, MA**
Member, Engineering Practice Workshop Participant   *September 2014 - Present*
- Developed skills for leadership careers through engineering specification and team decision-making

MIT Department of EECS   **Cambridge, MA**
Student Lab Assistant, Introduction to EECS   *February 2013 - May 2013*
- Guided 40 Students during weekly design labs covering EECS introductory topics that concluded with programming and building the circuitry for a robot that moved to follow a light source
- Critiqued lab handouts and graded questions to make the labs more clear for students

Skills:

Programming Languages: Javascript, D3, Java, Python, GalaxyScript **Basic knowledge of:** C++, UNIX, PHP, MySQL, XML

Activities:

MIT Starleague Treasurer (2012-2014), MIT Symphony Orchestra (2012-2014), Eagle Scout (Jan 2012)