Nicholas Mohr

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Education:

Massachusetts Institute of Technology: **Cambridge, MA**
Candidate for B.S. in Computer Science and Engineering, GPA: 4.6/5.0   *June 2016*
Relevant coursework: User Interface Design, Software Studio, Design and Analysis of Algorithms,
Network and Computer Security, Introduction to Machine Learning, Elements of Software Construction

Ohio State University: **Columbus, OH**
Student, enrolled concurrently with HS   *August 2011 - June 2012*

Experience:

Addepar   **Mountain View, CA**
Front-End Engineering Intern, UIE   *June 2015 - August 2015*
- Lead the UI side of a feature committed to a client by end of month
- Merged stacked bar charts into Addepar's main product from ember-charts while weighing numerous design considerations
- Fixed critical and blocker bugs in codebase using Ember.js, CoffeeScript, D3.js, and Handlebars
- Wrote functional, unit, and integration tests to test all merged features and bugfixes

Akamai Technologies   **Cambridge, MA**
Data Visualization Intern, Platform Operations   *June 2014 - August 2014*
- Created data visualizations using JavaScript and D3.js 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

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
- 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 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

Projects:

Grouper   **Cambridge, MA**
Co-Creator, JavaScript, D3.js developer   *February 2015 - June 2015*
- Created an app to aid class administrators looking to quickly create diverse groups
- Used D3.js to create a force layout that could be used to represent the groups and modify them
- Won the Audience Choice, Best Direct Manipulation Interaction Awards (50+ teams)

MIT Battlecode Programming Competition   **Cambridge, MA**
Team Member   *January 2013, 2014, 2015*
- Devised and coded a player program in Java for the computer game, Battlecode, using artificial intelligence, pathfinding, and code optimization that led to competition in the Battlecode finals
- Placed 1st out of 100 in the sprint tournament, winning a total of $10000, and receiving additional awards for Most Helpful Team, Infinite Testing and Stage Presence

Skills:

Programming Languages: CoffeeScript, Handlebars, JavaScript, D3.js, Ember.js, Python, Java

Activities:

MIT Starleague President (2015), MIT Symphony Orchestra (2012-2014), Eagle Scout (Jan 2012)