

# 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, 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*

- 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 1<sup>st</sup> 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)