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Nicolas Hite

SKILLS

Languages
C#
JavaScript (+Node JS runtime)
Python
Ruby
HTML/CSS/SCSS

Scripting / CLI
Powershell
GNU Bash

Frameworks
Microsoft .NET / ASP.NET
Backbone JS / Marionette JS
Rails

DB
SQL
MongoDB

Concepts
RESTful API Design
Asynchronous programming
HTML Templating (Handlebars)
Machine Learning
Test-Driven Development
Service-Oriented Architecture
Server Infrastructure
Virtualization / VDI / Containerization
Computer Hardware
Active Directory
Group Policy

HONORS

JSC Director's Innovation Team Award
Presented to Avionic System's FDOTF team for outstanding work and innovation

Senior Design Project Highest Honors
Awarded for MIT thesis

Designs from Media Lab featured on CNN and multiple TED talks

EDUCATION

Harvard University | Cambridge, MA *September 2010 - May 2014*
B.S. Engineering Sciences
Track in Biomechanical Engineering - GPA: 3.4 / 4.0
Thesis: *Augmentation of Muscular Endurance in Lower-Limb Exercises via Passive Elastic Exoskeleton*

WORK EXPERIENCE

McMaster-Carr Supply Company | Chicago, IL

Infrastructure Engineer (VDI) *March 2016 - Present*
Designed VDI and telecommuting solution for ~1,000 workers
Overhauled existing Group Policy system to improve boot / login times x3
Wrote Powershell scripts to automate local dev setup in virtual desktops

Recruiting Manager *August 2015 - March 2016*
Led recruiting strategies for McMaster-Carr's Systems department
Managed on-campus recruiting efforts for multiple schools
Scheduled interview groups and led deliberations
Conducted 30+ technical interviews

Full-Stack Web Developer *August 2014 - March 2016*
Wrote new C# APIs to deal with complex order and product info on www.mcmaster.com's Order History page
Worked on order-relevance scope / search-term cache creation and filtering for searching orders by product
Designed front-end of delayed payment feature in Backbone.js
Created internal end-to-end web testing framework in Node.js

NASA Johnson Space Center | Houston, TX

Avionic Systems Engineering Intern *May 2013 - August 2013*
Designed visualization system for "Holodeck" telepresence dome using ray-tracing simulations and CAD
Wrote C++ with OpenGL to create warp matrices for projector image correction
Completed structural FEA of support systems and decided future work

MIT Media Lab Biomechatronics Group | Cambridge, MA

Prosthetics Project Assistant *June 2012 - May 2013*
Performed structural FEA on several leg socket designs and improved FOS x5
Created new socket design method in SolidWorks to speed up design x10

Thesis *August 2013 - April 2014*
Designed, built, and tested lightweight human-powered exoskeletons
Used MATLAB CV library to track motion and calculate 2D stiffness of springs
Saw >10% reduction in metabolic cost of squatting exercises