Nick Mosher

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Education, Honors, and Awards

GPA: 3.8

Software Engineering student at Rochester Institute of Technology (2015 - 2020).
Recipient of **RIT Presidential Scholarship.**
Recipient of **RIT Computing Medal Scholarship.**
Recipient of **Redcom Software Engineering Scholarship.**
Member of **Computer Science House** at RIT.

Work Experience

Software Engineering Intern at Constant Contact (now Endurance)

June - July 2016

Worked on an email backend development team. Used Java 8 and Maven, learned about RESTful services and team-based git workflow (fork/PR, rebasing, etc), and participated in team Scrum meetings and processes.

Day Counselor at Virginia Space Flight Academy

June - August 2015

Taught campers aged 11-17 about basic robotics using Lego Mindstorms and Arduino. Topics included sensor feedback, basic control flow, and a brief introduction to the PID closed-loop control algorithm.

Internship at NASA Wallops Flight Facility

June - August 2014

Designed a pictorial layout and gathered documentation for a high-pressure gaseous oxygen system for use on a C-130 research aircraft. Used Autodesk Inventor for modeling.

Other Experience and Independent Projects

Apple iOS App Challenge at RIT

January 2016

Learned basic iOS app development using Swift in Xcode over a four-day hackathon with guidance from Apple employees. Submitted iOS game “Death by QR” for judging.
github.com/svaswani/DQR

Easycom Library

2015 - 2016

An Android library for establishing interface-independent control for networked projects. Easycom harnesses polymorphism to grant a protocol independent interaction with Bluetooth and TCP/IP data streams.
github.com/nicholastmosher/easycom-core

Kudos

August 2014

A simple but versatile robotics platform. Kudos is an open-frame all-terrain robot designed in Autodesk Fusion 360 and controlled with an Arduino receiving from an Xbox 360 wireless remote.
nicholastmosher.com/Kudos

FIRST Robotics Team 1829 “The Carbonauts”

2011 - 2015

Programmed five robots using LabVIEW and Java; designed, fabricated and assembled mechanical systems; and guided teammates through an iterative design process for solving yearly challenges.

Skills

Languages and Platforms

Java (Advanced)
C/C++ (Proficient)
Android (Proficient)
Arduino (Proficient)

Environments and Tools

Windows, Linux, OSX
Git, Bash/cmd.exe, SSH, Vim, Tmux

Other

Computer-Aided Design (CAD)
Robotics