

Nick Mosher

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Objective

Seeking a full-time systems or backend software engineering position. Available after graduation in June 2020.

Skills

Languages: Rust, Scala, Java, ES6 Javascript/React JSX, C, Kotlin, Python

Tools: Unix shell (bash/zsh), git, build tools (Maven, Gradle, Sbt, Make, Cargo, Webpack), continuous integration (Travis CI, Jenkins), cloud hosting services (AWS, DigitalOcean, Heroku), Docker, Elasticsearch, Dialogflow, Kafka

Work Experience

Software engineering co-op at **Intuit**

January - July 2019

Rewrote and consolidated internal tools for data lineage tracking in preparation for open-sourcing. Used Scala, Docker, and React. Look for github.com/Intuit/superglue coming summer 2019

Software engineering internship at **Intuit**

June - August 2018

Developed a conversational UI for gathering product insights (“how many customers signed up last week?”).

Worked on a web application for tracking data lineage from ingestion to reporting.

Software engineering co-op at **Intuit**

June - December 2017

Developed a client library for tracking user actions in web applications using ES6 javascript.

Developed an ingestion server for tracking data using Scala and Apache Spark.

Software engineering intern at **Constant Contact**

June - July 2016

Worked on an email backend system. Used Java 8 and Maven, learned about restful APIs. Used team-oriented git workflows (fork/PR, Jenkins CI), participated in team Scrum process.

Robotics Instructor 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, control flow, and an introduction to the PID control algorithm. github.com/nicholastmosher/PID

Other Experience and Independent Projects

eMiniJava Compiler (github.com/nicholastmosher/emjc)

Spring 2018

Wrote a compiler for a subset of Java called “eMiniJava” for RIT’s CSCI-742, compiler construction. The compiler is implemented in Rust and generates JVM bytecode for execution.

Flipper.io (github.com/flipper-io/flipper)

2017 - 2018

Learned Rust to build the Flipper console for interacting with embedded hardware.

React, Redux, and Router seminar (<https://slides.com/nicholastmosher/react-redux-and-router>)

Spring 2017

Gave a seminar on React as a CSH major project.

Kudos Robot (nicholastmosher.com/Kudos)

August 2014

Built a simple but versatile robotics platform.

FIRST Robotics Team 1829 “The Carbonauts” (<http://a360.co/1FyOoYP>)

2011 - 2015

Served leadership roles doing programming, electrical, and mechanical work for robotics.

Education, Honors, and Awards

GPA: 3.6

Software Engineering student at Rochester Institute of Technology (2015 - 2020).

RIT Presidential Scholarship, RIT Computing Medal Scholarship, Redcom Software Engineering Scholarship.

RIT Dean’s List 2015-2018

Member of Computer Science House at RIT.

A current version of this resume may be found at nicholastmosher.com/Resume.pdf.