

# Nicolas Mihalich

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## EDUCATION

**University of Pennsylvania**, Philadelphia, PA (Class of 2013)

School of Engineering and Applied Science, Bachelor of Science in Engineering (BSE)  
Computer Science Major, Engineering Entrepreneurship Minor

**The Lawrenceville School**, Lawrenceville, NJ (Class of 2009)

Honors: Winner of Herman Hollerith Prize for “the most creativity, ingenuity, or entrepreneurial flair in the application of computer science,” Varsity Crew Team Captain, Prefect

## SKILLS

JavaScript, Ember.js, HTML5/CSS3, Ruby, Ruby on Rails, Python, OCaml, Java, PHP, L<sup>A</sup>T<sub>E</sub>X, GNU/Linux, OSX, Windows

## ACTIVITIES

**University of Pennsylvania**

Division 1 Varsity Lightweight Crew Team: Rower (September 2009 - May 2013)

Theta Xi Fraternity, Omicron Chapter: Treasurer, Webmaster, Member (January 2010 - May 2013)

Interfraternity Council: Vice President of Administration (January 2011 - January 2012)

SIGGRAPH Game Development Club: Member (September 2011 - May 2013)

## TECHNICAL EXPERIENCE

**Software Engineer at AdStage.io**, San Francisco, CA (Summer 2013 - Present)

**Software Engineering Intern at AdStage.io**, San Francisco, CA (Spring 2013)

Worked remotely with the team to on-board by learning BDD/TDD, Ruby on Rails, and the existing code base. Fixed bugs in product and started development on new tools. Participated in product meetings, stand-ups, and code reviews.

**Software Engineering Intern at Brothersport Games**, Palo Alto, CA (Summer 2012)

Designed and implemented a sports game for mobile. Worked closely with one other engineer, two artists, and founder. Used HTML5 Canvas and JavaScript.

**Teaching Assistant at University of Pennsylvania**, Philadelphia, PA (Fall 2011)

Administered lab sections and office hours. Graded for Programming Languages and Techniques 1.

**Intern at Régie Autonome des Transports Parisiens**, Noisy-le-Grand, France (Summer 2011)

Built web applications as a member of a team of four employing Agile software development methods using PHP, HTML, CSS, and Symfony.

## PROJECT EXPERIENCE

**PennOS** (Fall 2012)

Shell based operating system and filesystem implemented on a host operating system. Written in C.

**MiniMaya** (Spring 2012)

3D graphics modeling and rendering program in the spirit of Maya in C++, OpenGL, and QT.

**Superscalar Pipelined Processor** (Spring 2012)

5-stage pipelined, 2-way superscalar processor for Penn’s LC4 instruction set. Used Verilog for implementation and tested on a Virtex-II Pro FPGA board with PowerPC 405 cores.

**OAT Compiler** (Spring 2011)

Compiler for a Java-like OO language written in OCaml that compiled to X86 assembly. Included Control Flow, Procedures and Arrays, Objects, and Inheritance. Worked with the generated assembly.

## ADDITIONAL EXPERIENCE

**Counselor at Penn Crew Camp**, Philadelphia, PA (Summers 2010 - 2011)

**Sales at Clearwire LLC**, Philadelphia, PA (April 2010 - October 2010)

**Farmhand at Private Farm**, New Hope, PA (Summers 2007 - 2009)

## INTERESTS

Rowing, traveling, cooking, video games, playing piano and guitar, biking