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) Candidate
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

C/C++, Javascript, HTML5/CSS3, Python, OCaml, Java, PHP, Bash, Ruby on Rails, LaTeX, X86 Assembly, Verilog, GNU/Linux, OSX, Windows

Activities

University of Pennsylvania

Division 1 Varsity Lightweight Crew Team: Rower (September 2009 - Present)
Theta Xi Fraternity, Omicron Chapter: Treasurer, Webmaster, Member (January 2010 - Present)
Interfraternity Council: Vice President of Administration (January 2011 - January 2012)
SIGGRAPH Game Development Club: Member (September 2011 - Present)

Technical Experience

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

DJ at Smokey Joe's, Philadelphia, PA (September 2012 - Present)
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

Computers, video games, rowing, playing piano and guitar, cooking, biking, traveling