Peter Mocarski

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Education _

Cornell University Ithaca, NY

MASTER OF ENGINEERING, COMPUTER SCIENCE

Cornell University Ithaca, NY

Bachelor of Science, Computer Science 2014-2017

• GPA: 4.00

Experience ___

Optiver Chicago, IL

INCOMING SOFTWARE DEVELOPER, INTERN

• I will be a part of the Automated Trading Systems team, responsible for developing low-latency, high frequency trading algorithms

Intentional Software Corporation

Bellevue, WA Summer 2016

Summer 2017

2017 - May 2018 (Anticipated)

SOFTWARE DEVELOPER AND ANALYST, INTERN

• Part of the Layout and UI Assets team

- Implemented and demoed an integrated date picker tool in C# with multi-dimensional animations, gesture recognition, and customizable visual themes
- · Heavy focus on layout optimization, with integration of lazy evaluation and tree-based caching

Department of Computer Science, Cornell University

Ithaca, NY

TEACHING ASSISTANT (CS 4820: ALGORITHMS, CS4320: DATABASES, AND ECE2300: COMPUTER ORGANIZATION)

2015 - Present

- · Lead lab sessions and office hours
- · Administer exams and grade student submissions

Projects.

Ray-Tracing 3D Image Renderer

CS 4620 (Graphics) Project

Co-Creator (2 Person Team)

Spring 2017

- Developed a renderer which simulates the way light propagates through space and interacts with objects
- · Renders shadows, light reflectance, and textures with support for multiple camera types and surface shading models
- Implemented in Java

ConstableauxSide Development

CO-CREATOR (3 PERSON TEAM)

Fall 2016

- Constableaux is an automated theorem prover, interactive proof visualizer and educational tool based off of the method of analytic tableaux for first-order logic
- Proofs are presented as visual tree structures with collapsible nodes and step-by-step evaluation
- Implemented in Scala and JavaScript (D3.js)

Pokémon Pebble Edition (Winner BrickHack 2015)

RIT Brick Hackathon

CO-CREATOR (3 PERSON TEAM)

Spring 2015

- Mobile, location-based version of Pokémon integrated with the Pebble smart watch
- Implemented in JavaScript and Java

Skills _____

Languages & Technologies
Theoretical Coursework
Practical Coursework
Hardware-Oriented Coursework
Other

Java, C#, C, OCaml, C++, SQL, Verilog HDL, ARM Assembly, JavaScript, WebGL, LaTeX, Git Analysis of Algorithms, Cryptography, Functional Programming, Applied Logic, Networks II Graphics, Database Systems, Artificial Intelligence, Operating Systems, Data Structures Embedded Systems, Digital Logic and Computer Organization Number Theory, Discrete Structures, Applicable Algebra, Linear Algebra, Marketing