

Peter Mocarski

838 Shibley, Park Ridge, IL 60068

☎ (847) 596-1304 | ✉ pmm248@cornell.edu | 🏠 www.pmocarski.com | 🌐 peter-mocarski

Education

Cornell University

MASTER OF ENGINEERING, COMPUTER SCIENCE

Ithaca, NY

2017 - May 2018

Cornell University

BACHELOR OF SCIENCE, COMPUTER SCIENCE

Ithaca, NY

2014-2017

- GPA: 4.05 / 4.3

Experience

Optiver LLC

INCOMING SOFTWARE DEVELOPER, INTERN

Chicago, IL

Summer 2017

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

Intentional Software (acquired by Microsoft)

SOFTWARE DEVELOPER, INTERN

Bellevue, WA

Summer 2016

- 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

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

Ithaca, NY

2015 - Present

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

Projects

PRAC-MAN 3D

CO-CREATOR (4 PERSON TEAM)

Cumulative Course Project

Spring 2017

- 3D implementation of PAC-MAN themed as a fast-paced horror game
- Implemented in WebGL and JavaScript

Ray-Tracing Image Renderer

CO-CREATOR (2 PERSON TEAM)

Cumulative Course Project

Spring 2017

- Simulates the way photons propagate through space, aiming to produce to photorealistic computer-generated images
- Supports shadows, optical effects, textures, multiple shading models, and surface materials such as glass and metal
- Implemented in Java

ConsTableaux (Featured at BOOM 2017)

CO-CREATOR (3 PERSON TEAM)

Side Development

Fall 2016

- Automated theorem prover and interactive proof visualizer based off of the method of analytic tableaux for propositional 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 at BrickHack 2015)

CO-CREATOR (3 PERSON TEAM)

RIT Brick Hackathon

Spring 2015

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

Skills

Languages & Technologies

Practical

Theoretical

Hardware-Oriented

Java, C#, C, OCaml, WebGL, SQL, Verilog HDL, ARM Assembly, JavaScript, LaTeX, Git
Graphics, Databases, Artificial Intelligence, Data Structures
Algorithms, Cryptography, Functional Programming, Applied Logic, Networks II
Operating Systems, Embedded Systems, Digital Logic and Computer Organization