

Peter MocarSKI

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Education

Cornell University

MASTER OF ENGINEERING, COMPUTER SCIENCE, 4.0/4.0

Ithaca, NY

2017 - 2018

Cornell University

BACHELOR OF SCIENCE, COMPUTER SCIENCE, 4.0/4.0

Ithaca, NY

2014 - 2017

- Summa Cum Laude

Work Experience

Airbnb

SOFTWARE ENGINEER

San Francisco

2018 - Present

- Member of the Host Acquisition sub-team within the Experiences team
- Full stack development with a tech stack including Ruby on Rails, React, and Java

Optiver

SOFTWARE DEVELOPER, INTERN

Chicago, IL

Summer 2017

- Part of the Futures Automated Trading team, responsible for developing low-latency, high frequency trading systems
- Parallelized an end-to-end testing framework to increase performance while ensuring safe concurrent execution of processes
- Worked in Python and C++

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

Teaching Experience

Department of Computer Science, Cornell University

HEAD GRADUATE TEACHING SPECIALIST

Ithaca, NY

2018-Present

- Head teaching assistant for CS4700 (Artificial Intelligence) and CS4701 (Practicum in Artificial Intelligence)
- Led course staff meetings, proctored/administered exams, held office hours, and led grading sessions

College of Engineering, Cornell University

TEACHING ASSISTANT

Ithaca, NY

2015 - 2017

- Member of course staff for CS4820 (Algorithms), CS4320 (Database Systems), and ECE2300 (Computer Organization)
- Led lab sessions and office hours
- Administered exams and graded student submissions

Personal Projects

Ray-Tracing Image Renderer

CO-CREATOR (2 PERSON TEAM)

Cumulative Course Project

Spring 2017

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

Languages and Technologies

Highly Proficient

Git, Java, Python

Intermediate Experience

C#, JavaScript, Unix

Limited Experience

C, C++, MySQL, NumPy, OCaml, React, Ruby, Ruby on Rails