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Nicolas Hite

SKILLS

Languages

C#
JavaScript (+Node JS)
Python
Ruby
HTML/CSS/SCSS

Scripting / CLI

Powershell
GNU Bash

Frameworks

Microsoft .NET / ASP.NET
Backbone JS / Marionette JS
Rails
vSphere API / PowerCLI

DB

SQL
MongoDB

Concepts

RESTful API Design
Asynchronous programming
Machine Learning
Test-Driven Development
Service-Oriented Architecture
Data Center Infrastructure
DC Virtualization / VDI
Computer Hardware
Active Directory / Group Policy

HONORS

JSC Director's Innovation Team Award

Presented to Avionic System's FDOTF team for outstanding work and innovation

Senior Design Project Highest Honors

Awarded for MIT thesis

Designs from Media Lab featured on CNN and multiple TED talks

EDUCATION

Harvard University | Cambridge, MA *September 2010 - May 2014*

B.S. Engineering Sciences

Track in Biomechanical Engineering - GPA: 3.4 / 4.0
Thesis: *Augmentation of Muscular Endurance in Lower-Limb Exercises via Passive Elastic Exoskeleton*

WORK EXPERIENCE

McMaster-Carr Supply Company | Chicago, IL

Infrastructure Engineer (VDI) *March 2016 - Present*

Designed VDI desktop, app delivery, networking, and storage for ~1,000 workers
Automated deployment and maintenance of HCI cluster ops with Powershell
Wrote internal scheduling software for desk sharing

Recruiting Manager *August 2015 - March 2016*

Led recruiting strategies for McMaster-Carr's Systems department
Managed on-campus recruiting efforts for multiple schools
Scheduled interview groups and led deliberations
Conducted 30+ technical interviews

Full-Stack Web Developer *August 2014 - March 2016*

Wrote new C# APIs to deal with complex order and product info on www.mcmaster.com's Order History page
Worked on order-relevance scope / search-term cache creation and filtering for searching orders by product
Designed front-end of delayed payment feature in Backbone.js
Created internal end-to-end web testing framework in Node.js

NASA Johnson Space Center | Houston, TX

Avionic Systems Engineering Intern *May 2013 - August 2013*

Designed visualization system for "Holodeck" telepresence dome using ray-tracing simulations and CAD
Wrote C++ with OpenGL to create warp matrices for projector image correction
Completed structural FEA of support systems and decided future work

MIT Media Lab Biomechatronics Group | Cambridge, MA

Prosthetics Project Assistant *June 2012 - May 2013*

Performed structural FEA on several leg socket designs and improved FOS x5
Created new socket design method in SolidWorks to speed up design x10

Thesis *August 2013 - April 2014*

Designed, built, and tested lightweight human-powered exoskeletons
Used MATLAB CV library to track motion and calculate 2D stiffness of springs
Saw >10% reduction in metabolic cost of squatting exercises