

NICOLAS S. MONTANARO

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Seeking a challenging full-time position where I can apply my technical ability to create tools & toys that make people smile.

education

Rochester Institute of Technology

Rochester, NY
Bachelor of Science
Major in Computer Science
Completed May 2017

work-related history

Full Stack Developer

HomeReport, Wilton, CT

May 2017 - present

- HomeReport offers a suite of applications to make buying, selling, and maintaining homes easier.
- Primary developer of all HomeReport applications including OpenHouse and HomeInspection.

Full Stack Developer

mySpiderWeb, Rochester, NY (remote)

May 2016 - September 2016

- mySpiderweb is a social media publishing tool that streamlines a multi-network presence for small businesses.
- Was a member of a small team developing the application for use with Facebook, LinkedIn, and Twitter integration. The stack included Meteor, HTML, CSS, JavaScript and MongoDB.

Software Application Engineer

Intel, Santa Clara, CA

January 2015 - 2016

- Analyzed the performance of 3D camera hardware & software on Intel architecture prior to release.
- Developed and tested mobile performance analysis tools for Android, iOS, and Windows-based tablets for Intel lab personnel.
- Identified and resolved proprietary software issues which resulted in the on-time delivery of a performance monitoring tool to Intel labs.

Computer Science Student Lab Instructor

Rochester Institute of Technology

August 2014 - January 2015

- Assisted faculty in the delivery and grading of weekly Python programming projects for an introductory Computer Science course.
- Tutored individual students in introductory Computer Science courses on a biweekly basis.

Computer Science Ambassador

Rochester Institute of Technology

March 2014 - January 2015

- Served as a representative of the computer science program to potential new students by running informational seminars and tours.
- Interviewed potential professors with RIT faculty when potential professors sought employment.

projects

Independent study in code clone detection techniques → white paper: bit.ly/ind-nsm

Java

- Implemented a naive version of the GPLAG algorithm.
- Compared GPLAG against widely-used tools for plagiarism detection in student code submissions.
- Benchmarked and analyzed tokenization vs. subgraph isomorphism detection techniques for code clone detection.

Recipe Book → source + live link: bit.ly/rb-nsm

Ruby, Rails, Bootstrap, HTML5, CSS3, Sass, Angular.js

- Web application that allows users to scrape recipes from popular recipe websites, comment on them, edit them, and share them.

Alice & August: A Love Story → project page: bit.ly/aals-nsm

LÖVE framework, Lua, Photoshop

- Game created entirely from scratch in under 48 hours for the Ludum Dare 33 game jam.
- Made with no prior knowledge of Lua or the LÖVE framework.

extracurricular activities

Student at Viking Code School

February 2015 - August 2015

- Completed an intensive 16 week full-stack development boot camp.
- Focused on Ruby + Rails, includes JS, Angular, Sinatra, HTML5/CSS3, Sass, and numerous other DSLs, frameworks, and tools.

Vice President of Phi Kappa Psi, New York Theta Chapter

February 2014 - January 2015

- Managed the day-to-day operations and long-term goals of over 17 varied committees within a chapter of 60 members.
- Maintained, created, and edited all internal governing documents related to the fraternity.