

Nicolas S. Montanaro

25 Weatherbell Drive
Norwalk, CT 06851

203.505.0205 (phone)
mail@nicolasmontanaro.com
nicolasmontanaro.com

Experience

Foyer, Inc.

Information & Technology Director

Trumbull, CT

May 2017 - Present

- Responsible for overall direction and technical decisions regarding the development of the Foyer: Home Discovery mobile application.
- Created datasource agnostic backend APIs using Node which allowed for a single point of ingestion for nationwide home information. This makes it simple for any maintainer with knowledge of JavaScript to seamlessly add new data to the existing pipeline.
- Researched, implemented and maintained a collaborative filtering recommender system with Hadoop and Spark. Aggregate information about user preferences is used to provide suggestions for homes with qualities a user is likely to be interested in.

Recurse Center

Participant

New York, NY

February 2018 - May 2018

- The Recurse Center runs free, self-directed, project based programming retreats for anyone who wants to get dramatically better at programming.
- Created a Game Boy emulator in Go and gave a presentation on the implementation details.

mySpiderweb

Full Stack Developer

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, CSS3, JavaScript, and MongoDB.

Intel

Software Application Engineer

Santa Clara, CA

January 2015 - December 2015

- 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.

Open Source Projects

Halken

Go

github.com/99z/halken

- Halken is a Game Boy emulator written in Go.
- Created as an exercise in low-level programming and to gain a better understanding of computer architecture while at the Recurse Center.

Independent study in code clone detection techniques

Java

nicolas.moe/indstudy.pdf

- Halken is a Game Boy emulator written in Go.
- Created as an exercise in low-level programming and to gain a better understanding of computer architecture while at the Recurse Center.

Alice & August: A Love Story

Lua

github.com/99z/ludum-dare-33

- A 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.

Education

• Rochester Institute of Technology

Rochester, NY

Bachelor of Science in Computer Science

August 2012 - May 2017

- Computer Science Student Lab Instructor and Ambassador.
- Member and former Vice President of the Phi Kappa Psi fraternity, New York Theta chapter.