NICOLAS S. MONTANARO

Cell: 203.505.0205   **Email**: hello@nicolas.moe   **GitHub**: github.com/niconan

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

experience

Recurse Center, Participant   February 2018 - May 2018
New York City, NY   Full-time
- 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.

HomeReport, Full Stack Developer   May 2017 - present
Trumbull, CT   Full-time
- Developed two hybrid mobile applications, one for buying homes and the other for selling, using TypeScript and the Ionic framework.
- 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.

mySpiderWeb, Full Stack Developer   May 2016 - September 2016
Rochester, NY (remote)   Part-time, summer
- 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.

Intel, Software Application Engineer   January 2015 - December 2015
Santa Clara, CA   Co-op, degree requirement
- 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.

projects

Halken → source: bit.ly/hlk-nsm, slides: bit.ly/hlks-nsm
Go
- 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 → white paper: bit.ly/ind-nsm
Java
- Implemented & compared GPLAG algorithm 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
- 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.

education

Rochester Institute of Technology
B.S. Computer Science
May 2017
- **Computer Science Student Lab Instructor**
  - 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**
  - 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.

Viking Code School
Boot camp
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.