Nicolas S. Montanaro

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Experience

Foyer, Inc. — Trumbull, CT

Information & Technology Director — *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 — New York, NY

Participant — *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 — Rochester, NY (remote)

Full Stack Developer — *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 — Santa Clara, CA

Software Application Engineer — *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 — *nicolasmontanaro.com/indstudy.pdf*

- Implemented a naive version of GPLAG.
- 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.

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.