

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.

experience

Recurse Center, Participant

New York City, NY

February 2018 - May 2018

Full-time

- The Recurse Center runs free, self-directed, project based programming retreats for anyone who wants to get dramatically better at programming.
- Focusing on programming a Gameboy emulator, toolchain, and homebrew in C, Go, and Z80 assembly.

HomeReport, Full Stack Developer

Wilton, CT

May 2017 - present

Full-time

- Developed two hybrid mobile applications from the ground-up for home buying and selling in TypeScript with the Ionic framework.
- Created datasource agnostic backend APIs using LoopBack which allowed for a single point of ingestion for nationwide home information.
- Researched, implemented and maintained a collaborative filtering recommender system with Hadoop and Spark.

mySpiderWeb, Full Stack Developer

Rochester, NY (remote)

May 2016 - September 2016

Part-time

- 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

Santa Clara, CA

January 2015 - December 2015

Co-op

- 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

Go

- Halken is a work-in-progress Game Boy emulator written in Go.
- Created as an exercise in low-level programming and to gain a better understanding of computer architecture.

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.