

Nicholas DiRisio

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Career Objective

To become a professional developer, and to create quality software in highly competitive industry. To succeed in a workplace environment which provides me job satisfaction, experience, self-development, and helps me to achieve personal goals.

Skills

- Experience with working with others to complete a task
- Understanding of software engineering design and design patterns.
- Fluent in Java, Python, C, C++, BASH (5 years' experience in Java, Python, BASH, 3 years' of experience with C, C++)
- Experience with building computers from stock parts.
- Experience with the design and development of both kernel modules and graphics applications..

Ongoing Education

University

Currently a fourth year student at the University of Toronto, specializing in Computer Science with a minor in Mathematics.

Volunteer

Experience

HackLab Administrator

- University of Toronto Mississauga (UTM) Hacklab Admin | 2016-2017
- Worked on, managed, and organized various projects with other students in the UTM Hacklab.
- Maintained a Makerbot 3D printer in the lab.

Previous

Employment

Application Engineer

- Intern Application Engineer at Advanced Micro Devices (AMD) | 2017-2018
- Worked with company clients in order to address, provide, and deliver custom graphics solutions.

Previous Projects

- "Ray-Trcr" - 3D Ray-tracing based rendering application written in C++ and OpenGL for quick viewing of .stl files.
- "System call interceptor" - Linux kernel module that intercepts other system calls. Written in C.
- "YAR" - Youtube Audio Ripper built using openFAAS, Docker, and Node.JS to deliver a

rapid, [hyperlink to mp3 service](#).