NicholasAntonov

// Software Developer // Student // Technology Enthusiast

About

Name		Nicholas Antonov
Address		1 Castle Point Terrace, Hoboken N.J. Box S-0051
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Email		nicholas.antonov@gmail.com
Github		github.com/nicholasantonov

Skills

Coding	</>	JavaScript ★★★★★
		Java, C++ ★★★★
		Python ★★★
		C ★★
Tools		Linux, Bash ★★★
		Git ★★★

Currently Attending

Stevens Institute of Technology — **Major:** Computer Science

- Upsilon Pi Epsilon CS Honors Society
- Presidential Scholarship
- Dean's List

Experience

8/15 ~ Present — **Fullstack Developer Internship** @ Occamsec

- Took a leadership role in software design and implementation
- Gained knowledge of the needs of pentesters to define project specifications
- Architected and implemented tools to store, analyze, and visualize data
- Parsed and reverse engineered proprietary file formats
- Wrote scripts to automate recurring tasks

5/14 ~ 8/14
1/15 ~ 5/15 — **Software Engineer Internship** @ Eikos Partners

- Modified and extended our in-house JavaScript framework
- Refactored and built custom data visualizations using D3.js
- Built and packaged single page mobile web applications
- Worked as part of a cohesive programming team with git
- Modernized Javascript stack with tools like JSPM, Yeoman, and Gulp
- Worked with external clients to create reactive web applications

Side Projects

- Modular Game engine with game to demonstrate features. C++, Ncurses.
- IRC bot that manipulates the chat of interactive twitch.tv streams. Python, Sockets.
- Gravity based game written for a 48 hours game jam. Java, OpenGL.
- Web based games written for 24 hour game jams. Javascript, HTML5, Canvas.
- Website for school spirit week, with a team. HTML, Javascript, CSS.
- Multiple reactive web applications using technologies such as Meteor and Mithril.
- Hackathon team project to control an egg cooker with a web UI. Socket.io, Express