NicholasAntonov

// Software Engineer // Student // Technology Enthusiast

👤 About

Name	💬	Nicholas Antonov
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Github	⊙	github.com/nicholasantonov

⚡ Skills

Coding </>

Javascript Python
Ocaml Java Clojure
C C++ F# Racket

Tools 🔧

Linux Docker Git

🖥 Experience

6/16 ~ 8/16
12/6 ~ 8/17   **Software Engineer Internship @** Jet.com

- Developed the front end of Jet with tight performance and compatibility constraints
- Created BDD style testing frameworks for automated browser tests
- Created new deployment pipelines and improved build systems/technologies
- Containerized services for easier development using Docker
- Implemented F# microservices at a smaller scale to aid new developers
- Architected patterns to enable more thorough cross microservice testing

8/15 ~ 12/15   **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

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
- Modernized Javascript stack with tools like JSPM, Yeoman, and Gulp
- Worked with external clients to create single page web applications

⚗ Side Projects

- Estimated velocity of cars from dashcam footage using neural nets. OpenCV, pyBrain.
- 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.
- Multiple reactive web applications using technologies such as Meteor and React.
- Hackathon team project to control an egg cooker with a web UI. Socket.io, Express.

🎓 Currently Attending

Stevens Institute of Technology   **Major:** Computer Science   **Major GPA:** 3.75

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

- Stevens Computer Science Club
- Stevens Game Development Club
- Stevens Cyber Defense Team (President)