ERIC POLINO

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Employment

- **Verikai (Remote)**—Lead Backend Engineer   *November 2021–March 2022*

  - **Machine Learning Model Development:** Built the next iteration of the ML workflow responsible for processing census files using NodeJS and Typescript.
  - **AWS Cloud Solutioning** Worked to create AWS solutions to better position the stack for CI/CD using ECS Fargate.

- **symplr (Chattanooga, TN)**—Senior Software Engineer   *December 2014–November 2021*

  - **Full Stack Web Development:** Developed an applicant tracking system utilizing C# and EmberJS. Backend tools included RabbitMQ, Redis, Elasicsearch, and AWS. AWS functions used: Lambda, S3, CloudFormation, CloudFront, et al.
  - **Integrations:** Wrote several integrations with outside vendors including, but not limited to, payroll vendors, JobBoards (Indeed, ZipRecruiter, Facebook, Google, et al.), Plivo, GitHub, Atlassian, and various WebHooks.
  - **Team lead:** Led the team in a Kanban methodology of issue prioritization. Was a voice to the greater organization to help drive direction and roadmapping.

- **devstudio42 LLC (Chattanooga, TN)**—Co-Founder / Programmer   *April 2014–December 2014*

  - **Rails Support:** Provided Ruby on Rails support on retainer for local startup. Performed feature development and bugfixes for calendar functions using FullCalendar, jQuery, and CSS.
  - **iOS Development:** Taught myself iOS to create public speaking application. Was responsible for iOS development including video/camera usage, REST API communication, Core Data, layout, and navigation.

- **BlueCross BlueShield of TN (Chattanooga, TN)**—Analyst Programmer   *July 2009–April 2014*

  - **myBlueTN Mobile App:** Designed and built registration and user profile modules for a new hybrid mobile application. Was the sole developer responsible for all future development, support, and maintenance.
  - **Inpatient Census Tool:** Designed and built a J2EE web application to aggregate inpatient authorization data. Provided multi-tier listings and incorporated predictive data to provide better foresight to the nursing staff.
  - **Biometric Screening Interchange:** Designed and implemented data entry system along with a secure automated transfer mechanism to an offsite location using JSF and AES 256.
  - **Breast Screening Survey:** Designed and implemented a call center application to survey members. Worked with reporting teams to report on the data.

- **Google Summer of Code (Remote)**—Intern   *May 2009–Aug. 2009, May 2007–Aug. 2007*

  - **GObjectification:** Worked on the *Pidgin* open source project aiding in the conversion of the core instant message library to utilize the GObject framework in C.
  - **Hiding and Conversion:** Hid all existing data structures from scope. Converted existing structures to inherit from GObject, paradigm shifting the library's architecture from procedural to object-oriented.

– **Finch:** Developed enhancements to the open source console based instant message client *Finch* in the *Pidgin* project.
– **Added Features:** Implemented sound and communication logging to files in Finch
– **Abstracts:** developer.pidgin.im/wiki/GSoC2009/HidingGobject developer.pidgin.im/wiki/FinchFeat

Tooling and Language Experience

- C#, Java, HTML, CSS, JavaScript, LaTeX
- Github, Bitbucket, Gitlab, JIRA
- RabbitMQ, ElasicSearch, Redis, SQL Server
- AWS: S3, Lambda, CloudFormation, CloudFront, ECS Fargate
- Windows and Linux environments.

Personal Projects

- **Suicide Chess** *2001-2004,2010-2011*
  – Wrote suicide chess program in C to play on the Free Internet Chess Server.
  – Implemented the proof-number search algorithm for finding forced wins.
  – Utilized transposition tables and killer heuristics to reduce the branching factor of the $\alpha\beta$ search tree.

- **Reversi** *Fall 2008*
  – Wrote a Reversi engine in C for a tournament in college.
  – Created a genetic algorithm to improve the evaluation function.
  – Won the tournament with a perfect record and the only engine to have a positive +/- score.

- **LOAPS POTM (dinsights.com/POTM/LOAPS/)** *2005*
  – Wrote a C program for the POTM programming contest that played LOAPS, a variant of the game Lines of Action. It placed 8th with a 56-16-2 record.
  – Used PN search to enhance play to find forced wins
  – Created a genetic algorithm to learn an evaluation function.

- **Resume (github.com/aluink/Resume)** *2013-Present*
  – Maintain my resume in LaTeX

Education

- **Southern Adventist University (SAU)** *2005-2009*
  – B.S. Computer Science
  – B.S. Mathematics