ERIC POLINO

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Employment

- **Nurx / Thirty Madison** - Staff Software Engineer *2022–2024*
  - **Job Runner** Independently architected, implemented, and maintained an in-house asynchronous task running solution reducing related engineering efforts by 12% and running async jobs at scale across a suite of microservices using RabbitMQ, NestJS, and NodeJS/TypeScript.
  - **Architecture Review Group** Led an architecture review group for upcoming major technical projects. Participated in intake/scoping, fascilitated review discussion, and coordinated feedback to engineers.
  - **Kafka Topic Isolation** Isolated Kafka topics within staging environments leading to improved stability and 26% reduced startup time across dozens of staging environments allowing for increased developer efficiency.
  - **Health Metric Standardization** Developed a reliable set of metrics to monitor service health by combining an internal NPM package, Terminus, and Kubernetes probes. Supported by DataDog for responsive analytics and monitoring.
  - **Core Services** Supported a microservices architecture as part of a small independently led engineer team with tools and libraries including: RabbitMQ, Kafka, NestJS, GraphQL, Prisma, Postgres, and several AWS services.
- **Verikai** - Lead Backend Engineer *2021–2022*
  - **Machine Learning Model Development:** Built the next iteration of the ML workflow responsible for processing census files using NodeJS and Typescript.
  - **AWS Cloud Solutioning** Piloted the creation of AWS solutions to better position the stack for CI/CD using ECS Fargate.
- **Vikus / HealthcareSource / symplr** - Lead Software Engineer *2014–2021*
  - **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, RDS, 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** - Co-Founder / Programmer *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** - Analyst Programmer *2009–2014*

  - **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.
- **Google Summer of Code** - 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.
  - **Finch:** Developed enhancements to the open source console based instant message client *Finch* in the *Pidgin* project.

Tooling and Language Experience

- C#, Java, TypeScript, JavaScript, LaTeX
- Github, Bitbucket, Gitlab, JIRA
- RabbitMQ, Kafka, ElasticSearch, Redis
- Postgres, SQL Server
- AWS: S3, Lambda, CloudFormation, MSK
- 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.
  - 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