

ERIC POLINO

(423) 618-6204; aluink@gmail.com

Employment

- **BlueCross BlueShield of TN (Chattanooga, TN)**—Senior Programmer *July. 2009–present*
 - **Inpatient Census Tool:** Built a web application to aggregate inpatient authorization data derived from an enterprise level Sybase system. Provided multi-tier listings and incorporated predictive data to provide better foresight to the nursing staff.
 - **Biometric Screening Interchange:** Developed a J2EE system for entering, encrypting, decrypting, transferring to/from subsidiaries, and presenting biometric screening data utilizing JSF and AES 256.
 - **Breast Screening Survey:** Implemented a call center application to survey members regarding breast screenings. Stored the call information in a normalized database for future reporting by Medical Informatics.
 - **J2EE Development:** Designed, implemented, and maintained J2EE web applications running on WebSphere and WebSphere Portal.
- **Google Summer of Code (Mountain View, CA)**—Intern *May. 2009–Aug. 2009*
 - **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.
 - **Abstract:** <http://developer.pidgin.im/wiki/GSoC2009/HidingGobject>
- **Campground Automation Systems (Mount Juliet, TN)**—Intern *Jan. 2008–Apr. 2009*
 - **JAX-WS Development:** Developed a web service from scratch to manage campground automated reservation system utilizing Derby, PostgreSQL, Cayenne, Hibernate, JAX-WS, Glassfish, and Maven.
- **Google Summer of Code (Mountain View, CA)**—Intern *May. 2007–Aug. 2007*
 - **Finch:** Developed enhancements to the open source console based instant message client *Finch* in the *Pidgin* project.
 - **Sound:** Implemented sound reusing most of the existing framework in order to limit an increase in codebase.
 - **Logging:** Added the ability to log communications to file. Provided a mechanism for searching previous conversations.
 - **Remote Development:** Worked with developers across the globe in a decentralized remote development environment utilizing IRC, IM, and email.
 - **Overview:** <http://developer.pidgin.im/wiki/FinchFeat>
- **Southern Adventist University (Collegedale, TN)**—Intern *August 2005–May. 2006*
 - **Web Development:** Developed and maintained in-house portal system written in Java, JavaScript, HTML, and CSS. Utilized a custom RPC calling mechanism to pull data asynchronously from servers utilizing Java and JavaScript.

- **Custom Time Clocks:** Soldered site-built time clocks to interface with the portal system. Deployed the clocks across campus ensuring connectivity and functionality.

Personal Projects

- **Haskell Projects** *2010-Present*
 - Begun learning Haskell in 2010
 - Contributed a few small pieces to community projects
 - Currently working on a performance module for the Snap Web Framework
- **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.
 - Later rewrote in Java
 - 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 (<http://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.

Computer Experience

- Experience with Java, C, C++, \LaTeX , Haskell, HTML, CSS, JavaScript
- Comfortable in Windows and Unix/Linux environments.
- Wrote programs to play games such as Connect 4, Chess, Reversi, LOA, and Dots-and-boxes.

Education

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

Achievements and Activities

- Outstanding Computer Science Senior Award - SAU School of Computing
- President SAU Computer Club – 2006-2007
- Cat 4 competitive road cyclist
- Fluently bilingual in French and English