

ERIC POLINO

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Employment

- **devstudio42 LLC (Chattanooga, TN)**—Co-Founder / Programmer *April 2014–Present*
 - **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:** Created public speaking application for iOS. 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 (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 to reduce code.
 - **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 monotone.
- **Overview:** <http://developer.pidgin.im/wiki/FinchFeat>
- **Southern Adventist University (Collegedale, TN)—Intern** *Aug. 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

- **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++, HTML, CSS, JavaScript, iOS, \LaTeX
- 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