

# ERIC POLINO

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(423) 618-6204; aluink@gmail.com; www.linkedin.com/in/eric-polino

## Employment

- **Thirty Madison** - Senior Software Engineer II *April 2022–August 2024*
  - **Job Runner** Designed, implemented, and maintained an in-house asynchronous job running solution. Using RabbitMQ, NestJS, and NodeJS/TypeScript, created a new standardized solution for running async tasks at scale across a suite of microservices.
  - **Kafka Topic Isolation** Isolated Kafka topics within staging environments leading to improved stability across dozens of staging environments leading to increased developer efficiency.
  - **Health Metric Standardization** Combining an internal NPM package, Terminus, and Kubernetes probes developed a reliable set of metrics to monitor service health.
  - **Core Services** Supported a microservices architecture with tools and libraries including: RabbitMQ, Kafka, NestJS, GraphQL, Prisma, Postgres, RoR, and several AWS services.
  - **Architecture Review Group** Led an architecture review group for upcoming major technical projects. Participated in intake/scoping, led review discussion, and facilitated feedback to engineers.
- **Verikai** - 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.
- **symlr** - Lead Software Engineer *December 2014–November 2021*
  - **Full Stack Web Development:** Developed an applicant tracking system utilizing C# and EmberJS. Backend tools included RabbitMQ, Redis, Elasticsearch, 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** - 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** - 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.
- **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, L<sup>A</sup>T<sub>E</sub>X
- 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 L<sup>A</sup>T<sub>E</sub>X

## Education

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