ERIC POLINO

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Employment

• symplr (Chattanooga, TN)—Senior Software Engineer

December 2014-Present

- Full Stack Web Development: Developped an applicant tracking system utilizing C# and EmberJS. Backend tools included RabbitMQ, Redis, ElasicSearch, and AWS. AWS functions used included Lambda, S3, CloudFormation, CloudFront, and others.
- Integrations: Wrote several integrations with outside vendors including, but not limited to, payroll vendors, JobBoards (Indeed, ZipRecruiter, Facebook, Google, and others), SMS, 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: http://developer.pidgin.im/wiki/GSoC2009/HidingGobject http://developer.pidgin.im/wiki/FinchFeat

Tooling and Language Experience

- Experience with C#, Java, HTML, CSS, JavaScript, LATEX
- Comfortable in Windows and Unix/Linux environments.
- RabbitMQ, ElasicSearch, Redis, AWS

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.

Education

• Southern Adventist University (SAU)

2005-2009

- B.S. Computer Science
- B.S. Mathematics