

NICOLA MARINO

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EDUCATION

Rochester Institute of Technology

Aug. 2021- Spring 2026

B.S. Computer Science

Courses: Introduction to Software Engineering, Principles of Data Management, Linear Algebra, The Mechanics of Programming, Probability and Statistics, Discrete Math for Computing, Computer Science 2, Computer Science 1.

SKILLS

Programming Languages: Java, Python, C, C++, SQL, Bash, HTML, CSS, JavaScript, TypeScript, MDX, OCaml

Software: Visual Studio Code, Eclipse, IntelliJ, MobaXTerm, Git Version Control

Operating Systems: MS Windows, Linux (Ubuntu)

Practical Abilities: Data Analysis, Problem Solving, Algorithms, Data Structure, Collaboration, Object Oriented Programming (OOP), Adaptability, Time Management, Teamwork, Accountability

PROJECTS

Website & E-Portfolio (AstroHTML, TailwindCSS, JavaScript, MDX)

Aug. 2023- Current

A dynamic personal website and ePortfolio showcasing my Computer Science related projects, skills, and abilities. Leveraging AstroHTML and TailwindCSS in order to construct a visually appealing and rapidly loaded user experience.

Stock Analysis and Predictor (Experimental)

Apr. 2023- Current

Currently developing a program that uses artificial intelligence to analyze historical stock values and predict future values. The program incorporates machine learning algorithms to identify trends and patterns in the data, which enables accurate predictions of future stock values.

Encoder and Decoder (C)

A robust encoder and decoder program, demonstrating proficiency in memory management and bitwise operators. Created for efficient data encoding and decoding, showcasing strong problem-solving and low-level programming skills.

'NotCraft' (Java & LWJGL3/OpenGL)

Created a Minecraft-like game using advanced 3D graphics programming techniques, such as texture mapping, as well as implementing algorithms for world generation, terrain generation, and object placement to create a fully interactive and immersive gaming experience.

Survey Analyzer (Python)

A practical application of Computer Science in a real-world project to assist in sorting and interpreting results from a survey conducted for a course at RIT.

2048 (Java)

Creation of the online game '2048' in Java, utilizing applets to handle graphics rendering and keyboard inputs for gameplay.

EXTRACURRICULAR EXPERIENCE

Alpha Epsilon Pi, Rho Iota Chapter, Vice President, Secretary

Spring 2022- Current

Demonstrating exceptional leadership and cooperative skills by effectively managing chapter operations, fostering strong relationships with members, and facilitating successful fraternal events to benefit my community. My dedication to organizational excellence and cooperation marks my commitment to personal and group growth.

EMPLOYMENT

RIT Dining Services, Student Worker, 1 Lomb Memorial Dr, Rochester, NY 14623

Aug. 2022- Current

Responsible for preparing and serving food and beverages, handling cash transactions, maintaining a clean and organized concession stand, and providing excellent customer service to patrons at sports events, concerts, or other entertainment venues.

Mount Southington, Ski Instructor, 396 Mt Vernon Rd, Plantsville, CT 06479

Nov. 2019- Current

Responsible for creating an engaging learning environment where students of all levels can develop their skiing abilities, while also fostering socialization and teamwork among co-workers. Additionally, ensuring safety on the slopes and providing excellent customer service are key aspects of the role.

FedEx, Package Handler (Load), 49 FedEx Dr, Middletown, CT, 06457

May 2022- Aug. 2022

Conduct efficient sorting and loading of packages for delivery, follow proper personal and group safety guidelines, ensuring proper routing, and adhere to company policies and procedures.