

Nickolas J Hilton

Seeking full-time employment as a software developer beginning Summer of 2017

nhilton777@gmail.com ♦ 7 Alexander Road, Londonderry NH 03053 ♦ 603-247-9124 ♦ www.nickhilton.net

Education

Rochester Institute of Technology
BS in Computer Science, December 2016
Cumulative GPA: 3.5
Computer Science House Member

Relevant Classes

Parallel and Distributed Systems
Systems Programming
Object Oriented Programming
Data Structures

Professional Experience

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| Microsoft Summer - 2015 | Used C++/CX to make a Universal Windows App for the Windows Shell team App used to validate and create JSON consumed by a feature of Windows 10 Tested cutting edge tools during Windows 10 and Visual Studios 2015 development |
| Intuit Spring - 2015 | Created a co-browsing and video chat solution for use with customer insights Developed co-browsing solution using Javascript, Websockets, and WebRTC Presented solution to executives, as well as its current market competitors Developed a "man in the middle" application meant to push the boundaries of browser security Application would create a sandboxed iframe for running external HTML and Javascript Developed a state machine graph creator using AngularJS and NodeJS Application allows outside companies to create applications to run on TurboTax engine Focus was on an intuitive user experience and wide functionality |
| MITRE Spring - 2014 Summer - 2014 | Acted as team leader on several projects, responsible for planning, pacing, and packaging Occupied a leadership role among a group of a dozen interns Created a secure content delivery system to scale to the corporate level Developed iOS applications to corporate security standards utilizing Good Dynamics Created applications for emerging technologies, such as the Pebble Watch Introduced interactive capabilities for traditionally simple sensors (iBeacons, QR Codes, Geofencing) |
| MITRE Summer - 2013 | Developed systems in C# utilizing network capabilities to control multiple networked devices Prototyped solution for securing digital artifacts in an enterprise environment Assessed user based technology to obscure the complexity of a collaborative tool being prototyped Organized group of potential end users for usability testing Assessed and developed the prototype from the perspective of a millennial generation employee Presented the results to the highest levels of the company |
| RIT Fall - 2013 | Maintained and developed front end applications for the student body Developed small scale systems for the student body using PHP, jQuery, and CSS3 Utilized Javascript and CSS to push restrictions that third party systems imposed on projects |

Personal Projects (github.com/geekster777)

Personal Blog

Project written with NodeJS, AngularJS, and MongoDB
Web app retrieves articles from a database to present
Admin login to create articles through Web UI

3Depict

Web app using jQuery and HTML5 Canvas to draw
Allows multiple layers for three dimensional effect
Parallax mode to change view angle with mouse input

3-Dimensional Game Engine

Personal learning project coded in C#
Created in-game models and lighting
Programmed level-making functionality

8x8x8 LED Cube

A cube of over 500 LED's
Displays three dimensional animations
Powered by an Arduino.

Knowledgeable in

- ♦ C#
- ♦ C++/CX
- ♦ Javascript/jQuery
- ♦ HTML/CSS

Comfortable With

- ♦ Node JS
- ♦ C
- ♦ Python
- ♦ Linux

Exposed To

- ♦ Haskell
- ♦ Java
- ♦ x86 Assembly
- ♦ Objective C