MICHAEL FICARRA

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OBJECTIVE Full-time position in the software design/engineering field

EDUCATION Worcester Polytechnic Institute, Worcester, MA

Bachelor of Science in Computer Science

Degree completed October 2010, awarded February 2011

Related Coursework

Software Engineering Database Systems
Operating Systems Computer Architecture

Discrete Mathematics Algorithms

Object-Oriented Design Concepts Software Security Engineering

Object-Oriented Analysis & Design

Machine Organization & Assembly Lanugage Techniques of Programming Language Translation

WebWare: Computational Technology for Network Information Systems

Related Project

Major Qualifying Project August to October 2010

Currently doing experimental research and analysis on an algorithm known as The Chase.

More information upon request.

LANGUAGES Expert JavaScript, Ruby, CoffeeScript, PHP, XHTML, CSS, SQL

Proficient Haskell, C, C++, Java, shell scripting, rexical/racc, alex/happy

Capable PASCAL, Perl, Scheme, lex/yacc, C#

Interested Boo, Groovy, Python, Erlang, SmallTalk, Go, F#

OPERATING

Systems

Fedora, Windows, RHEL, Ubuntu, almost any Linux distribution

APPLICATIONS vim, most Unix utilities, Apache HTTP Server, Notepad++, Max/MSP, Adobe Pho-

toshop, Microsoft Office

EXPERIENCE Google Caja Intern, Google Summer of Code 2010

May to August 2010

Caja is a Google project, the goal of which is to transform untrusted JavaScript into JavaScript that can be safely run in a trusted environment. Determined why popular JS libraries would not compile and proposed fixes to both the Caja and library developers.

Web Application Developer, Solstice Technologies January 2008 to August 2010 Worked on and managed projects that require the use of a server-side scripting language, most commonly PHP, and a database such as MySQL. Projects are taken from basic concept

to finished product through collaboration and teamwork with fellow employees.

Intern, Skarven Enterprises, Berkeley Heights, NJ May to August 2009

Designed and implemented a custom programming language to be used by people with little prior knowledge of programming languages to create integration tests for the company's main product. The compiler and interpreter for the custom language were written entirely

in Ruby and on a Linux OS.

PERSONAL Github: http://github.com/michaelficarra