

Nicholas S. Porillo

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Rochester, NY

SUMMARY	<ul style="list-style-type: none">○ Experience leading projects from planning to delivery.○ Experience working directly with customers to add features.○ Skilled in writing concise and performant source code.
EDUCATION	<ul style="list-style-type: none">○ Rochester Institute of Technology Rochester, NY Bachelor of Science in Computer Science Expected Spring 2019 G.P.A.: 3.07 / 4.0 Honors: RIT Achievement Scholarship○ Onondaga Community College Syracuse, NY G.P.A.: 3.7 / 4.0 2014 - 2015
EXPERTISE	<ul style="list-style-type: none">○ Programming Languages: Proficient in Java and C. Familiar with Scheme.○ Version Control: Proficient with Git. Familiar with Subversion.○ Project tools: Proficient with Maven, Redis, MongoDB, and VisualVM.
EXPERIENCE	<ul style="list-style-type: none">○ FrozenOrb, Los Angeles, CA Spring 2016, Software Engineer Intern Worked on a distributed competitive multiplayer game engine. Designed a high-throughput, asynchronous, distributed queue system.○ Freelance, Syracuse, NY Spring 2015, Java Developer Wrote a fork of a popular open source game type for Minecraft servers. Designed critical utility programs for game networks.
PORTFOLIO	<ul style="list-style-type: none">○ EntityManager, 2012 - Present https://git.io/v6lKv A highly configurable, performant entity control program for Spigot servers.○ ColoredGroups, 2012 - Present https://git.io/XByYlw A user-friendly chat formatting program for Spigot servers.○ HCFactions, 2015 - Present https://git.io/v6lKW A fork of the popular Factions plugin with several patches to be made "Hardcore".○ Open Source https://git.io/viSmP I've worked on patches for open-source projects, such as FactionsUUID, and maintain various other projects available to browse on my Github.