Nicholas S. Porillo

linkedin.com/in/nsporillo | github.com/nsporillo
porillo.net | nsp6459@rit.edu

SUMMARY

◇ Experience leading projects from planning to delivery

◇ Experience working directly with customers to add features

◇ Experience working in an agile development environment (Scrum)

◇ Skilled in writing concise and performant source code

EDUCATION

◇ **Rochester Institute of Technology** *Expected Spring 2019*

· Bachelor of Science in Computer Science

· G.P.A.: 3.11 / 4.0

◇ **Onondaga Community College** *2014 – 2015*

· G.P.A.: 3.7 / 4.0

EXPERTISE

◇ **Programming Languages:** Proficient in Java and C. Familiar with SQL.

◇ **Project Tools:** Proficient with Maven, Redis, Spring, JUnit, and TestNG.

EXPERIENCE

◇ **Thomson Reuters,** Rochester, NY *Summer/Fall 2017, Software Engineer Intern*

· Optimized an internal entity search engine by improving document matching scores with changes introducing configurable machine learning models.

· Designed and implemented an upgraded test suite for validating the values and inheritance of YAML configs, improving performance and reducing code.

◇ **FrozenOrb LLC,** Los Angeles, CA *Spring 2016, Software Engineer Intern*

· Worked on a distributed multiplayer game engine that facilitated custom map creation and competitive player-vs-player matches of various types.

· Designed a high-throughput, asynchronous, distributed queue system that rate-limited player to server connections under high volume conditions.

PORTFOLIO

◇ **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 multiplayer Minecraft servers.

◇ **HCFactions**, *2015 - Present* https://git.io/v6lKW

A variation of "Factions" with additional configuration for game mechanics changes.