Nicholas S. Porillo

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SUMMARY

◇ Experience diagnosing and solving problems in complex applications.
◇ Experience working in an agile development environment (Scrum).
◇ Six years hands programming experience using Java.

EDUCATION

◇ **Rochester Institute of Technology**   Expected Spring 2019
· Bachelor of Science in Computer Science. Minor in Mathematics.
· *Coursework*: Analysis of Algorithms, Parallel and Distributed Computing, Data Management, Programming Language Concepts, Intelligent Systems.
· G.P.A.: 3.18 / 4.0

◇ **Onondaga Community College**   2014 – 2015
· G.P.A.: 3.7 / 4.0

EXPERTISE

◇ **Programming Languages**
Java, SQL, JavaScript, HTML, NodeJS, and C.

◇ **Project Tools**
Maven, Git, Subversion, and Mercurial.

◇ **Frameworks**
Spring, Redis, Mockito, JUnit, and TestNG.

EXPERIENCE

◇ **Thomson Reuters**
○ *Summer/Fall 2017 and Summer 2018*   *Software Engineer Intern*
· Optimized an internal entity search engine by improving document matching scores with changes introducing configurable machine learning models.
· Designed and implemented a more performant and succinct test suite which validating the values and inheritance of YAML configurations.

◇ **FrozenOrb LLC**
○ *Spring/Summer 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.