

Nicholas S. Porillo

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OBJECTIVE ◇ To obtain a full-time software engineering role starting Summer 2019.

SUMMARY

- ◇ Seven years hands on programming experience using Java.
- ◇ Experience working in an agile development environment (Scrum).
- ◇ Skilled in diagnosing and solving problems in complex systems.

EDUCATION	Rochester Institute of Technology	2015 – 2019
	◇ Bachelor of Science in Computer Science. Minor in Mathematics.	
	◇ G.P.A.: 3.27 / 4.0	
	Onondaga Community College	2014 – 2015
	◇ G.P.A.: 3.7 / 4.0	

EXPERIENCE

Thomson Reuters	<i>Software Engineer Intern</i>
<i>Summer - Fall 2017 and Summer 2018</i>	<i>Rochester, NY.</i>
<ul style="list-style-type: none">◇ Optimized person search results by integrating a configuration solution in Java for tuning the support vector machine classifiers.◇ Designed and implemented a more performant and succinct test suite which validated values and inheritance of YAML configurations.	
FrozenOrb, LLC	<i>Software Engineer Intern</i>
<i>Spring 2016</i>	<i>Los Angeles, CA</i>
<ul style="list-style-type: none">◇ Led the effort to rewrite a custom game engine that used Redis for distributed communication and Mongo for game data collection.◇ Designed and implemented a distributed (Redis) queueing system (Java) which limited player connections and introduced priority access.	

EXPERTISE

- ◆ **Programming Languages**
 - ◆ Proficient in Java and SQL. Experience with C, Python, and JavaScript.
- ◆ **Project Tools**
 - ◆ Jenkins, JIRA, Maven, Git, Subversion, and Mercurial.
- ◆ **Frameworks**
 - ◆ Spring, Redis, Mockito, JUnit, and TestNG.

SELECTED PROJECTS

- ◆ **GlobalWarming** *2018 - Present* <https://git.io/fA6PW>
◆ Adds climate change mechanics to Minecraft. Written in Java, uses MySQL for persistence, and supports configurable JSON model files.
- ◆ **EntityManager** *2012 - Present* <https://git.io/v6lKv>
◆ Adds configurable control over all Minecraft entities. Written in Java.