Nicholas S. Porillo

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SUMMARY

◇ Experience leading projects from planning to delivery

◇ 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. Minor in Mathematics.
- Coursework: Analysis of Algorithms, Concepts of Parallel and Distributed Computing, Data Management, Programming Language Concepts.
- 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, SQL, and C.

◇ **Project Tools**: Proficient with Maven, Git, and Mercurial.

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

EXPERIENCE

◇ **Thomson Reuters,** Rochester, NY — Summer 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.