

# 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 on programming experience using Java.
- EDUCATION
- ◇ **Rochester Institute of Technology** Expected Spring 2019
    - Bachelor of Science in Computer Science. Minor in Mathematics.
    - 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**
    - Jenkins, JIRA, 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 adding configurable machine learning model parameters.
      - 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, competitive player-vs-player matches, and data collection.
        - Designed and wrote a high-throughput, asynchronous, distributed queue system which rate-limited player->server connections when necessary.
- PORTFOLIO
- ◇ **GlobalWarming**, 2018 - Present <https://git.io/fA6PW>  
Adds game changing Global Warming mechanics to multiplayer Minecraft servers. Featured on [Vice](#) and [Engadget](#). My current open source side project.
  - ◇ **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.