NICK GIRARDO

PERSONAL INFORMATION

email nickgirardo@gmail.com

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WORK EXPERIENCE

Software Engineer - OnSiteIQ Inc.

February 2019 – Developed and maintained SaaS web application.

Present Managed new features and changes through testing, production, and deployment.

Software Engineer – Sketchdeck Inc.

October 2016— Developed and maintained SaaS web application.

February 2018 Designed, proposed, developed, and deployed internal and external tools.

Software Engineering Intern – Addteq Inc.

Summer 2015 Designed and developed platform for automatic setup of Atlassian tools.

PROJECTS

WebAssembly Boids

Fall 2018 Classic boids simulation running in hand-written WebAssembly.

Exploration of WebAssembly's interface and performance.

View demo: hsttp://nickgirardo.github.io/animation-tests/wasm-boids/

View source: https://github.com/nickgirardo/wasm-boids

Cel Shaded AA Demo - WebGL 2 Port

Fall 2018 WebGL 2 port of Philip Rideout's "Antialiased Cel Shading" demo.

Exploration of shading and tesselation in WebGL 2. View demo: https://nickgirardo.github.io/trefoil/

View source: https://github.com/nickgirardo/wasm-boids

Context Play / Pause

Summer 2018 Firefox WebExtension allowing users to play or pause videos from a tab's context menu.

View Add-on: https://addons.mozilla.org/en-US/firefox/addon/context-play-pause/

View source: https://github.com/nickgirardo/context-play-pause

Grid Tetris

Summer 2018 Experimental implementation of classic video game Tetris using CSS Grid for all display.

View demo: https://nickgirardo.github.io/grid-tetris/ View source: https://github.com/nickgirardo/grid-tetris

Phone.WTF

Fall 2015 Prank your unsuspecting friends and family by connecting them through a phone call.

Uses the Twilio API and a Python/ Flask backend.

Created at Fall 2015 HackNY Hackathon, winner of PayPal prize.

View source: https://github.com/nickgirardo/PhoneWtf

EDUCATION

Rutgers, the State University of New Jersey, New Brunswick

2012-2016 Major in Computer Science, School of Arts and Sciences