



Joseph Agnelli

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EDUCATION

Rochester Institute of Technology, Rochester NY
Bachelor of Science in Web & Mobile Computing and in Human Centered Computing
Immersion in Computational Linguistics

Expected December 2020

GPA: 3.68

Achievements: Dean's List all semesters

Leadership Experience: RIT Rock Climbing Team, IST Student Ambassador, LocalHost (Vice President)

SKILLS

JavaScript, Java, PHP, HTML, CSS, MySQL, SQLite

WORK EXPERIENCE

Software Engineer Intern

January 2020 – March 2020

Facebook

Menlo Park, CA

- Developed lint rules and tools to automatically manipulate the AST of the entire web codebase
- Minimize test breakages by making selectors statically analyzable and reporting potential errors before code is pushed (on going)
- Building tools to help engineers debug tests faster, thereby increasing the uptime of core web services (on going)

Software Engineer Co-op

May 2019 – August 2019

Uber

San Francisco, CA

- Introduced parallelization to improve the performance of the open source JavaScript framework, FusionJS by over 20% on developer machines and up to 2% per compilation in CI on Buildkite
- Leveraged existing infrastructure, like GitHub Checks and serverless Cloudflare Workers to create a series of open source tools to measure improvements and prevent regressions to FusionJS performance
- Implemented various other features / improvements to FusionJS as needed

Android Software Engineer Co-op/ Contractor

May 2018 – April 2019

PatientKeeper

Waltham, MA

- Produced a native Android application that is used by 100+ physicians and impacts the lives of thousands of patients with a team of engineers
- Worked in a Scrum environment to design and develop production level solutions for software enhancements in Android and JSX
- Worked with an existing codebase to update the existing features and debug legacy software

Teaching Assistant

Spring 2017 – May 2018

Rochester Institute of Technology

Rochester, NY

- Worked with students to communicate fundamentals of Java and mobile development
- Acted as a liaison between the professor and students

PROJECTS

FlyBy

- Designed a hybrid mobile app to allow users to add an advertised event directly to their calendar
- Utilized Ionic to create both Android and IOS apps with one code base
- Integrated support from the Google Cloud Natural Language and Vision APIs to parse relevant data

NEAT

- Rapidly developed a custom neural network to train using the NEAT (neuroevolution of augmenting topologies) algorithm
- Utilized native Java to implement both the game, and the AI which was trained to play it
- Wrote and presented a tech-talk about the process for LocalHost