Joseph Agnelli

(603)–707-6626 | jxa4717@rit.edu | Agnelli.xyz

EDUCATION

Rochester Institute of Technology, Rochester NY — Expected May 2020
Bachelor of Science in Web & Mobile Computing and in Human Centered Computing
Immersion in Computational Linguistics
GPA: 3.87
Achievements: Dean's List all semesters
Organizations: RIT Rock Climbing Team, IST Student Ambassador, LocalHost (Vice President)

SKILLS

Java, Android, JavaScript, Kotlin, PHP, MySQL, SQLite

WORK EXPERIENCE

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

- Collaborated with a team to produce a native Android application that is used by 100+ physicians and impacts the lives of thousands of patients
- 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
- Served as full-time co-op during Summer 2018 and continued as a part-time contractor during the following academic semesters

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