Joseph Agnelli

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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

- Introduce parallelization to improve the runtime performance of the open source JavaScript framework, FusionJS

- Leverage existing infrastructure, like GitHub Checks and serverless Cloudflare Workers to create a series of tools to measure improvements and prevent regressions to FusionJS cli performance

- Implement various other features / improvements to FusionJS as needed

Android Software Engineer Co-op/ Contractor   May 2018 – April 2019
PatientKeeper   Waltham, MA

- Collaborate with a team to produce a native Android application that is used by 100+ physicians and impacts the lives of thousands of patients
- Work in a Scrum environment to design and develop production level solutions for software enhancements
- Work 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

- Work with students to communicate fundamentals of Java and mobile development
- Act 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