

David Pavlove Cunsolo

SOFTWARE ENGINEERING

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Profile Summary

I am a proficient Software Engineering student at the University of Guelph. I am a fast learner and an excellent collaborator who enjoys a challenge. My experience programming in many software environments makes me an ideal candidate for an entry-level software engineering position.

Work Experience

Jan - April 2024

Software Development Contractor – Intellicampus LLC,

- Worked closely with both foreign and local development teams to build and deploy verifiable credentialing infrastructure for higher education institutions.
- Built and deployed a fully custom web application to smoothly and clearly direct students on the process and benefits of verifiable credentials.
- Developed prototype agentic AI applications using Langchain and LangGraph as well as Galileo's Agentic evaluators.
- Designed and Built a custom RAG model for the purposes of customer relations and troubleshooting.
- Participated in strategic discussion with both partners and institutions to streamline data processing and workflows.

May - Sep 2024

Software Engineering Intern – Joynd LLC/Barfoot Ventures Inc.

- Developed a full stack web application as part of a work placement with Barfoot Ventures inc.
- Application facilitates the issuing and verifying of blockchain stored Verifiable Credentials that leverage the [Velocity Network Blockchain](https://velocitynetworkblockchain.com) to securely manage self-sovereign credentials.
- Gained experience with secure account management, full stack development networking, User Interface Design, API utility, and containerized cloud deployment.
- Frontend was written in React.js with Material UI and Backend was Written in Typescript with Express.js
- Worked extensively with verifiable credential systems and both SQL and MongoDB database management
- Visit <https://velocitycreds.com> for a live build of the application.

Jan - April 2024

Wallet Customization Lead Developer – LWYL Studio,

- Developed an iOS and Android wallet customization. Performed build testing and apple/android store publishing
- Worked in collaboration with the LWYL Studio and Truvera teams to align and customize the Truvera White Label Wallet with branding guidelines from LWYL Studio
- Used React native styling systems and xcode app signing and publishing
- Followed technical steps provided by the Truvera team and worked individually to solve project conflicts and publish builds

2020 - 2025

Customer Service Attendant – Canadian Tire Corp.

Project Experience

2022-2024

Published Game Development – Grippi Yellow Ball

- Designed, created and published a complete physics-based platformer and published to various websites Built In Java-based engine and compiled to JavaScript.
- Over **40,000 players** globally and featured on gx.games
- A full build of the game can be found on my website along with additional information about development.

2021-2024

Educational Web-Based Programs

- Partnered with local elementary school teachers and students to design and build a series of web programs in alignment with the Ontario Grade 4 and 5 curriculum
- Programs were built using JavaScript (and the JSONserver library) and YoYo Games tools

Education

Sep 2023 - Present

University of Guelph

Bachelor of Computing (Co-op), Business Economics Minor, graduating 2027