Giovanni Librizzi

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Education

California Polytechnic State University, San Luis Obispo   Sept. 2020 – June 2024
Bachelor of Science in Computer Science, 3.4 GPA

Skills

- **Tools**: Jira, Slack, Trello, Git, Taiga, Visual Studio, Microsoft Office 365
- **Languages**: Javascript, C#, Java, C, C++, Python, SQL, R
- **Libraries/Frameworks:** React, Node.js, Express.js, Axios
- **Coursework**: Software Engineering (I & II), Database Systems, Systems Programming, Computer Security, Computer Architecture, Operating Systems

Experience

Cal Poly ITS Service Desk, *Student Assistant*   Oct. 2021 – June 2024
- Extensively used Jira to track customer issues and assist with tickets
- Took calls and walk-ins from students/faculty and directly assisted them in fixing technical issues
- Provided assistance with accounts, Office 365, Wi-Fi, phone/DUO authentication
- Collaborated with different teams throughout campus using Slack and Jira
- Helped faculty directly with computer hardware issues

Cal Poly Game Development Club, *Officer and Secretary*   Jan. 2022 – June 2024
- Wrote and presented weekly meetings about game design, assets, and development
- Coordinated and participated in quarterly 48-hour game jams
- Collaborated with members to create games and learn together

Projects

Daily Trivia Web App - guessthe.band (React, JS, Node.js, MySQL)   Aug. 2025 – present
- Developed a full stack web app where users decipher a new band everyday from the provided clues
- Uses React state, context, effects, and components to serve clues and manage user guesses
- MySQL is used to store band data and user guess statistics, utilizing foreign keys and joins
- Created a REST API with Node.js and Express.js that can fetch and post data to the server

Code Flowchart Tutoring Software (Java, MySQL)   June 2023
- Collaborated with a team of 5 to develop software that allows students to build flowcharts based on code problems and compare to known solutions in a database
- Worked on flowchart building functionality and detections for incorrect flowcharts
- Wrote code to serialize our custom flowchart data structures into JSON to use in our database
- Used Taiga to work in an Agile/Scrum process, tracking biweekly sprints with user stories and issues
- Helped test out other developers' implementations and wrote test cases to ensure functionality

Game Storefront Transactional Database (Python, MySQL, AWS)   Nov. 2022
- Created a backend system for a mock-up game purchasing platform using Python and MySQL
- Parsed, processed, and cleaned 100,000+ lines of real data from a storefront's products
- Allowed users to search, purchase, and refund from over 100,000 products efficiently
- Managed account logins and creation with salted and hashed passwords
- Created statistics and graphs based on sales data and popularity