

## Joseph Luciano

10 Walker Drive, Yorktown Heights, NY 10598 ● 914-588-0786 ● [joeluciano@outlook.com](mailto:joeluciano@outlook.com)

### EDUCATION

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#### Binghamton University, SUNY | Thomas J. Watson College of Engineering and Applied Science

*Master of Science in Computer Engineering*

*May 2021*

Cumulative GPA: 3.92/4.00

#### Binghamton University, SUNY | Watson School of Engineering and Harpur College of Arts and Sciences

*Bachelor of Science in Computer Engineering - Minors in Sustainability Engineering and Economics*

*December 2020*

Cumulative GPA: 3.85/4.00 | Dean's List: Fall 2017 - Spring 2020

### TECHNICAL SKILLS

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- |          |                |              |              |              |
|----------|----------------|--------------|--------------|--------------|
| • Python | • React        | • JavaScript | • Linux/UNIX | • HTML & CSS |
| • C/C++  | • VHDL/Verilog | • Haskell    | • Heroku     | • Flask      |

### TECHNICAL COURSES

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- |                        |                    |                              |                                 |
|------------------------|--------------------|------------------------------|---------------------------------|
| Operating Systems      | Microprocessors    | Computer Comm and Networking | Physics and Tech of Solar Cells |
| Deep Learning for EECE | Internet of Things | Embedded Systems Design      | Digital Systems Design          |

### PROFESSIONAL EXPERIENCE

#### Intel Corporation

Remote

*Full-Chip Validation Engineer*

*June 2021 – Present*

- Automated weekly regression triaging with Python scripts saving at least 20 hours of debug time a week, forever
- Implemented communication protocols in Python to construct insightful logs of interface traffic for verification
- Built effective test infrastructure in C++ to provide model stimulus and validate architecture expectations
- Cooperated with dozens of engineers across multiple departments to root cause test failures with tools such as Verdi

#### Intel Corporation

Remote

*Pre-Silicon Validation Intern*

*May 2020 – August 2020*

- Integrated hardware monitors in SVTB for post-processing to automatically produce a log/database for checkers
- Compiled models to run regression tests and debug designs before submitting changes through Git
- Established a course for new validators on implementing UVM constructs using proprietary tools

#### Saab Sensis

Syracuse, NY

*Systems Engineering Intern*

*June 2019 – May 2020*

- Triaged and developed solutions for dozens of customer issues using internal documentation and tools
- Collaborated with a team of 9 engineers over Atlassian's Jira to manage workflow and communicate with customers
- Debugged customer issues with a Voice Communication Control System alongside a supplier's software engineer

### PROJECT EXPERIENCE

#### Digital Systems Designer

*Binghamton, NY*

*Project Lead*

*August 2020 – December 2020*

- Led a team of 3 to develop 5 new features for an mxGraph JS web application to drag, drop, and simulate logic gates
- Added import and export capabilities of high-level components for reusability and composability
- Created algorithms to write and simplify the automatically generated System Verilog code
- Reported weekly progress and presented demos to faculty and students for feedback

#### Roadrunner II

*Binghamton, NY*

*Communications Engineer*

*January 2020 – May 2020*

- Built a robot to follow a marked path, read QR codes, perform object detection, and avoid obstacles
- Utilized an NVIDIA Jetson Nano to run collision detection algorithms and manage an Arduino Uno for motor control

#### Roomeez

*Ithaca, NY*

*MLH – Big Red Hacks*

*Fall 2018*

- Created a web application that was eventually added to the Wayfair website: 'www.wayfair.com/RoomPlanner3D'
- Co-developed a way for customers view Wayfair furniture by generating a 3D living room with Babylon.JS JavaScript
- Employed GitHub to share source code in combination with Algolia to handle Wayfair's 3D modeling API