LUCIO FRANCO

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EMPLOYMENT

Timber.io, Software Engineer, Brooklyn, NY

June 2018 - Current

Built a high performance observability router written in Rust. Implemented the log processing stream processor for the Timber.io platform in Elixir/OTP.

Spire Digital, Software Engineer Intern, Denver, CO

June 2017 - Aug. 2017

Rebuilt part of the development infrastructure with docker and docker-compose to reduce developer ramp up time.

ReadyTalk, Software Engineer Intern, Denver, CO

June 2016 - Aug. 2016

Architected a bot through effective team leadership. The bot used Natural Language Processing to summarize slack channels to reduce the time it takes to catch up on a conversation.

Ombud, Software Engineer Intern, Denver, CO

Mar. 2015 - Oct. 2015

Developed a Salesforce integration using React and Node to improve customer efficiency.

SKILLS

EXPERT: Rust, Java, Javascript, Docker, Elixir/OTP, Git

INTERMEDIATE: Go, Bash, Terraform, Public Speaking, C/C++, C#/.NET **BEGINNER**: Python, ElasitcSearch, Vulkan/OpenGL, OpenCL/CUDA

EDUCATION

University of Denver

B.S. Computer Science 2018

GPA 3.4

Courses: Advanced Algorithms & Data Structures, Computational Geometry, Parallel & Distributed Programming, Networking

PROJECTS

Tonic

Creator and maintainer of the Tonic gRPC library in Rust, as well as helping maintain Hyper and h2.

Tokio

Active maintainer in the Tokio project focusing on tower and testing/simulation utilities.

ACTIVITIES

Organize Rust NYC Meetup

Run and organize the Rust NYC meetup every month, also regularly give talks around Tokio and async Rust.

VOLUNTEERING

Open Aviation Data, Software Engineer

Rewrote the Open Aviation Data API for the Aviation Technology Group. Reworked their CI/CD infrastructure from Travis-CI to Jenkins to cut both deployment time and costs.