

NICOLÒ LAGRAVINESE

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EDUCATION

Northeastern University (Dean's List) | **Khoury College of Computer Science** | Boston, MA | Expected Dec 2026
BS Computer Science & Interaction Design, Minor in History | GPA: 3.51

TECHNICAL SKILLS

Languages: C#, HTML, CSS, Java, JavaScript, Kotlin, Python, R, SQL, TypeScript

Frameworks/Libraries: React, Node.js, Express, Unity 3D, Vite

DevOps/Cloud: Docker, Kubernetes, Helm, Argo CD, GitHub Actions, TLS/cert-manager, Vault

Platforms/Data: AWS ECR, CloudWatch, Redshift, Snowflake

AI & Computer Vision: Cursor, GitHub Copilot, OpenAI APIs, Librechat, Tulip AI Composer, MCP server, LandingAI

APIs/Integrations: Tulip Connectors, MQTT, OPC-UA

Industrial/IoT: Sensors, pick-to-lights, cameras, automation rigs, custom demo rigging

Design & UX: Figma, Illustrator, InDesign, Photoshop, UI design, prototyping, data visualization

Version Control/PM: GitHub, GitLab, Jira

Fabrication & Prototyping: 3D Printing, Soldering, Drill Press, Band Saws, Table Saws, Miter Saws

EXPERIENCE

Tulip Interfaces — Product Support Engineer (Part-Time) | Boston, MA | July 2025–Present

- Provide technical support across **10+ domains**, supporting **15–20 tickets per week**
- Triage and resolve critical issues by debugging **distributed systems**, reducing resolution times by **40%**
- Built **automation tools** and contributed to **LibreChat AI documentation**, saving **10+ hours monthly** via streamlined workflows
- Authored **20+ public-facing KB articles** and Community posts
- Supported **complex TEC demo issues**, enabling **5+ executive tours**

Tulip Interfaces — TEC Hardware/Software Engineer Co-op | Boston, MA | Jan 2025–Jun 2025

- Led development of **Mission Control 3.0**, a full-stack monitoring platform visualizing **100K+ daily events** across stations and users (**React SPA, Node.js/Express API, Redshift**)
- Deployed to **Garden 11 Kubernetes** via **Helm & Argo CD**; implemented **GitHub Actions CI/CD**, reducing deployment time **60%**
- Managed **Vault secrets, TLS, probes**, and **CloudWatch logging** with **99.5% uptime**
- Designed **dashboards** tracking weekly active users, editor usage, and machine engagement for **200+ TEC customers** with **real-time** analytics
- Built and supported **15+ TEC demos** for executive tours and global tradeshows (IMTS, Pharma MES USA, Automate, Honeywell World Tour), supporting live demonstrations for **1,000+ professionals**
- Authored **Node-RED flows** and **Tulip connectors**, trained **LandingAI models**, and developed custom **JavaScript widgets & KPI** components, enabling connectivity with bio/pharma equipment, pick-to-lights, and automated visual guidance systems
- Delivered exclusive engineering support for **World Economic Forum** factory demos and TEC CEO/CTO tours
- Contributed to **UX analysis** and interface optimization for TEC 2.0 redesign, securing **CEO approval** for layout and workflow changes

Northeastern University — IT Specialist (MIE Dept.) | Boston, MA | Sep 2024–Dec 2024

- Maintained computing infrastructure and provided **hardware/software troubleshooting** for **50+** faculty and graduate students

Kinnaly Labs — Algorithm Developer Intern | UC Davis | Feb 2024–May 2024

- Developed **algorithms** to organize **biobehavioral aging data** and extract **statistical patterns**, improving analysis throughput by **3x**

Caraluzzi's Markets — Retail Specialist | Bethel, CT | Jun 2023–Aug 2023

- Supported **front-end operations** as a cashier and bagger while assisting with **backend inventory**, improving customer service

PROJECTS

Jewelry/Retail Management Platform | 08/2025–Present

- CRM with **repair workflow tracking**, SMS/email alerts, and QR/barcode receipts
- Building with **React, Node.js/Express, REST APIs, SQL database**

Portfolio Website | 2025

- Designed and developed an **accessibility-first interface** highlighting projects and creative work
- Focused on **UX** with smooth animations, responsive layouts, intuitive navigation (**React 18, Framer Motion, Tailwind CSS**)
- Iteratively tested **usability** with peers, refining information hierarchy and **interaction design**
- Ensured accessibility and **performance best practices**; site evaluated with high Lighthouse scores
- Optimized build pipeline and deployed via **GitHub Pages**, **reducing page load time** by **40%**

Nurture Nest — Maternal Health App | 2025

- Collaborated on **UX design** in **Figma** and **front-end development** to deliver a **mobile-first maternal health application**
- Designed intuitive flows for health tracking, alerts, and educational resources tailored to rural communities
- Conducted **usability research** with pilot groups of **100+ mothers** in Ghana, significantly improving **navigation and comprehension**
- Helped streamline access to **maternal health resources**, supporting community efforts to increase **awareness** and **reduce care barriers**

Game Development | 2024

- Built multiple **Unity 3D** projects, including *Whispers of the Abyss* (dungeon-horror) and *Hellfire at High Noon* (FPS), implementing **custom mechanics for combat, enemy AI, and level design**
- Designed interactive environments and gameplay loops, focusing on balance, progression, and immersive player experience
- Recreated the *NYT Spelling Bee* and *Red7* in **Java**, applying **object-oriented programming** and **data structures** to replicate scoring logic, rules enforcement, and UI interactions
- **Iteratively tested** games with peers to refine usability, playability, and engagement

ACTIVITIES & INTERESTS

- **UX Developer & Researcher** — IGH (Humanitarian Technology)
- **NJROTC Squad Leader** — 75+ community service hours
- Building and modding mechanical keyboards & PCs
- Console hardware modification and optimization
- Game modding, scripting, and custom software development
- Loves tennis, lifting, photography, music, & cheese