**William M. Dignazio**

wdignazio@gmail.com
willdignazio.com

## Education

- **Rochester Institute of Technology - New York** rit.edu
  Undergraduate Computer Science Student Aug. 2011 - Present
  - Expected Graduation Date: January 2017
  - Core Courses:
    - Computer Organization
    - Computer Science Theory
    - Concepts of Parallel & Distributed Systems
    - Data Communications

## Skills

- Languages: Java, C, Go, Scheme, Haskell
- Tools: Emacs, Vi/Vim, IntelliJ, Git, Subversion
- Concepts: Parallel & Distributed Systems, Systems Programming
- Platforms: Linux, Mac OS X, NetBSD

## Professional Experience

- **Apple** icloud.com
  SWE Intern – iCloud CloudKit June 2015 - January 2016
  - Developed push notification endpoint for internal messaging service
  - Worked with several teams to develop feature-complete alternative to existing project
  - Developed job to optimize all user data for our backing databases
  - Ran this job to all active hosts, oversaw its start and completion
- **Exablox** exablox.com
  File System Performance Intern June 2013 - January 2014
  - Tuned and optimized our object-based file system
  - Researched and worked on lockless hash table implementation
  - Worked with various FUSE based mechanisms and third party libraries
  - Developed Octeon hardware interfaces for our file system
  - Rendered statistics and generated benchmark marketing data

## Personal Projects

*Available on github.com/WillDignazio.*

- **SOS (Sandbox Operating System)** C
  - Open Source Kernel: Formally called "Foundation", it is a microkernel built off the specs provided by the Intel x86 Architecture manuals, and various online wikis.
  - Most hardware will support the system, being that its native architecture is x86. Recent design changes that have yet to be implemented allow portability to other architectures, such as ARM.
- **Atlas** Assembly
  - Intel Architecture bootstrap binary, boot arbitrary C or C++ code linked against it. Allows for quick system development, and simple x86 embedded device coding.
  - Supports 16 and 32 bit operation, features simple graphics library for debugging and standard output.

## Online Presence

LinkedIn: linkedin.com/in/slackwill
Githhub: github.com/WillDignazio
Blog: willdignazio.com
Twitter: twitter.com/WillDignazio