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