Jarett Forzano   Software Engineer

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About me

Have been passionate about programming since high school and have been involved in numerous hackathons and events since in order to gain more experience with different applications and in order to work within more team environments. Am active outside of degree program and have hobbies such as Climbing, Linux, Japanese, and Taekwondo. Always looking for a challenge and seeking greater heights.

Education

Rochester Institute of Technology   **Expected Graduation: May 2027**

Bachelor of Science in Software Engineering | GPA: 3.42

Minor in Japanese

Job Experience

Big Y Sea Food Clerk   **May 2023 | Current**

Hired for part-time work in the department

- Communicated with customers and staff daily in addition to leaving a good impression
- Fried orders, cut fish, cleaned area, restocked product, closed department
- Learned how to improvise and plan out my schedule to make sure that I was organized and prepared for when the store got busy

Skills

Languages = [Java, C, C++, Python, Typescript, SQL, Bash, GO]

Frameworks = [Angular, Spring Boot]

Tools/Other = [GitHub, Trello, Linux, Webdesign, Japanese, embedded, STM32, Nucleo]

Projects

SPLASH   **DEC 2023 | Current**

Creation of a coding language written in C. Goal is to make a more ergonomic and faster way to code

- Interpreted Language
- Combining syntax from languages such as GO, Python, and SQL
- Learning about the contents of a programming language such as the Lexer, Parser, and Visitor
- Have taken advice from classmates on the direction I should go

RapidTransfer   **Hackathon**

With a team developed a file transfer CLI tool within 24 hours for users to transfer files over peer-to-peer networking with additional features to make it unique from regular file transfer CLI tools

- Utilized google cloud to host the SQL database
- Backend was written in GO
- Ran a daemon to assist in transferring files
- Fulfilled requirements such as being able to add/remove other users, see pending files, accept/decline file requests, send and receive.
- Played a pivotal role in debugging, creation of file transfer and making the database run faster through refactoring

MID FILE PLAYER   **Aug 2023 | Dec 2023**

Engineered a MIDI file player as an individual contributor. Read bytes from a MIDI song and used DAC, UART, GPIO to play songs

- Implemented C to develop the software
- Utilized a Nucleo board to experiment with hardware
- Worked with embedded and learned how to read and understand the documentation on the board in order to be able to connect from software to hardware
- Software allowed user to type in commands and then swap from a remote state to a local state which allowed the user to use button input to control the file player

Achievements

EAGLE SCOUT	KIT (SUMMER OF 2024)
Held Leadership positions during this time and contributed greatly to the troop. Eagle Scout Project consisted of making benches for local church where the troop operated.	Competitive program to study abroad in Kanazawa, Japan. Will gain more experience speaking with individuals in Japanese, further accelerating fluency.