

Alexander Giovannelli

Phone: +1-740-258-9709
Email: agiovannelli@vt.edu

EDUCATION

Virginia Tech

Ph.D. in Computer Science, GPA: 4.00/4.00

- Advisor: Doug A. Bowman

Blacksburg, VA, USA

Aug. 2021–Current

University of Cincinnati

B.S. in Computer Engineering, GPA: 3.30/4.00

- Minors: German Studies, Computer Science

Cincinnati, OH, USA

Aug. 2013–May 2018

EXPERIENCE

Virginia Tech

Graduate Research Assistant

- Conducted research regarding avatar visualizations in AR collaboration
- Generated prototype applications and experimental studies for future evaluation
- Published research study results regarding intermittent typing in immersive virtual reality

Blacksburg, VA, USA

May. 2022–Aug. 2022

JPMorgan Chase & Co.

Associate Software Engineer I

- Developed front-end features for Chase.com using JavaScript, HTML, and CSS technologies
- Designed and implemented minimum viable product user interfaces via Figma design tool
- Authored technical documentation for product owners and developers
- Appointed subject matter expert in behavioral-driven development and CI/CD initiatives
- Automated logging of proprietary systems using the Python programming language

Columbus, OH, USA

Jul. 2018–Jul. 2021

Siemens Healthineers

Software Engineer Intern

- Developed back-end software for use in advanced therapy devices using the C# programming language
- Created system architecture diagrams to record project design changes and behaviors with Sparx Enterprise Architect
- Represented project team in international software system integration meetings

Forchheim, BY, DE

Jan. 2017–Aug. 2017

Granville Exempted Village Schools

Systems Administrator Intern

- Provisioned Windows and Linux server and workstation systems to support school network infrastructure
- Administered changes to proprietary devices regarding operating system applications, packages and images
- Managed summer technician team operations

Granville, OH, USA

May 2016–Jul. 2016

Matrix Technologies, Inc.

Computer Programmer and Systems Analyst Intern

- Created full-stack internal software tools for engineers and project managers using C#, XML and SQL technologies
- Updated existing project management software according to submitted user feedback
- Authored software usage documents to elaborate on internal tool usage

Maumee, OH, USA

Aug. 2015–Dec. 2015

Matrix Technologies, Inc.

Computer Programmer and Systems Analyst Intern

Maumee, OH, USA

Aug. 2014–Dec. 2014

- Enhanced existing proprietary software using the C# programming language
- Researched emerging technologies and presented potential process improvements for development team
- Coordinated project design changes with stakeholders

PUBLICATIONS

- [1] **A. Giovannelli**, L. Lisle, and D. A. Bowman, “Exploring the impact of visual information on intermittent typing in virtual reality”, in *2022 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, 2022.
- [2] L. Lisle, F. Lu, S. Davari, I. A. Tahmid, **A. Giovannelli**, C. Llo, L. Pavanatto, L. Zhang, L. Schlueter, and D. A. Bowman, “Clean the ocean: An immersive vr experience proposing new modifications to go-go and wim techniques”, in *2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 2022, pp. 920–921.

PROJECTS

- A Digital Twin Based Approach to Smart Lighting Design (2022)
 - Developed methods and techniques to support smart lighting design in an immersive virtual reality experience
- An Evaluation of Web Application Energy Consumption using WebAssembly (2021)
 - Created a WebAssembly workbench for evaluation of programming language execution time and energy efficiency

SCHOLARSHIPS AND AWARDS

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| • IEEE Conference on Virtual Reality and 3D User Interfaces Contest Winner | 2022 |
| • International Co-op Program Scholarship | 2016–2017 |
| • Matrix Technologies, Inc. Co-op Scholarship | 2014–2016 |
| • Cincinnatus Scholarship | 2013–2014 |

TEACHING

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|---|-------------|
| • Graduate Teaching Assistant at Virginia Tech
<i>Software Design & Data Structures (CS-2114)</i> | Spring 2022 |
| • Graduate Teaching Assistant at Virginia Tech
<i>Software Design & Data Structures (CS-2114)</i> | Fall 2021 |

ORGANIZATIONS

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|---|--------------|
| • Member at Computer Science Graduate Student Council
<i>Represented the interests of the CS graduate student body both within the department and outside, helped organize social events among graduate students, and helped incoming students become familiar with departmental procedures and activities</i> | 2021–Current |
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SKILLS

- **Programming Languages:** C#, JavaScript, Java, Python, Go, HTML, CSS
- **Development Tools:** Unity, Git, Jira, Figma, Blender