

Christian Giovannetti

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EDUCATION

University of Central Florida

Orlando, Florida

B.S. in Computer Science, Minor in Mathematics 4.0 GPA

Expected Graduation: May 2026

Relevant Coursework: Data Structures and Algorithms, Security in Computing, Discrete Mathematical Structures, Computer Logic

TECHNICAL SKILLS

Languages: Java, Python, C, Bash, SQL, JavaScript, TypeScript, HTML, CSS

Frameworks & Tools: React, Node.js, Next.js, Tailwind CSS, Flutter, Express.js, Docker, Terraform, Kubernetes, Git, GitHub, Vercel, LaTeX

Specialties: Cloud-Native Development, API Integration, CI/CD Pipelines, Infrastructure as Code, System Architecture, Secure Software Design

WORK EXPERIENCE

DevOps Engineer

August 2025 - Present

Abbott Laboratories

Orlando, Florida

- Designed and deployed cloud infrastructure using Terraform and AWS, ensuring high performance, uptime, and scalability for internal platforms.
- Automated containerized deployments using Docker and Kubernetes, improving deployment efficiency and reducing manual configuration overhead.
- Collaborated with security and architecture teams to implement secure solutions and align infrastructure with organizational standards.
- Built and maintained CI/CD workflows using ArgoCD and Ansible to support rapid, reliable releases and increase operational efficiency.

Software Engineer Intern

May 2025 - August 2025

Limbitless Solutions, Inc

Orlando, Florida

- Developed and integrated secure APIs for cross-platform applications supporting assistive technology and clinical trial platforms.
- Contributed to both frontend (Flutter) and backend development, ensuring efficient data flow between services and user interfaces.
- Worked in cross-functional teams to design scalable, user-centered solutions aligned with accessibility and security requirements.

Lead Undergraduate Teaching Assistant | Object-Oriented Programming

August 2024 - May 2025

University of Central Florida

Orlando, Florida

- Hosted weekly office hours to support students on object-oriented concepts, including inheritance, polymorphism, and design patterns.
- Designed grading rubrics and review materials to promote consistent code quality, testing, and maintainability.
- Led review sessions emphasizing software design principles and clean, modular code.

PROJECTS

Branch Predictor Simulator | Java, IntelliJ

- Architected a global branch predictor simulator using the gshare model to improve prediction accuracy by leveraging shared history records.
- Optimized pattern history table size to balance accuracy and memory usage, demonstrating performance tuning and architectural tradeoffs.
- Used validation and debugging techniques to ensure the simulator accurately modeled real-world prediction scenarios.

Cache Simulator | Java, IntelliJ

- Implemented a configurable cache simulator supporting multiple replacement policies, including LRU and FIFO.
- Built functionality to parse and process memory trace files, tracking hits, misses, and state transitions for performance analysis.
- Designed modular components for easy configuration and testing of different cache architectures.