

David Bizzocchi

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Experience

ONYX GRAPHICS **SALT LAKE CITY, UT**
Company specializing in RIP (Raster Image Processing) software for the wide-format print industry

Senior Software Engineer 2024 - Current
Software Engineer 2019 - 2024

- Developed a feature-rich application used by over 500,000 users, contributing to a 25% revenue increase for the company over several years.
- Individually built and maintained OEM connections with over 20 manufacturers to integrate unique device drivers for our software to interface with. Developing relations with more OEM manufacturers.
- Automated deployment pipelines, reducing build integration time from over 2 hours to under 10 minutes.
- Driving force for using updated control software and practices, reducing tech debt by hundreds of hours across the company.

X-RITE INC. **GRAND RAPIDS, MI**
Color measurement and management solutions company

Firmware Engineer 2017 - 2019

- Collaborated with cross-functional teams, accelerating development cycles by nearly 10%.
- Enhanced embedded UI to improve user experiences and ensure transparency.
- Designed and implemented Ruby scripts for system testing, streamlining testing processes and reducing QA workload.

ACTIVE INSPECTION **GRAND RAPIDS, MI**
Machine solutions company, focusing on visual inspection automation

Junior Software Engineer 2016-2017

- Designed automated system for camera detection of physical defects of medical equipment, resulting in less manufacturer waste and customer satisfaction.
- Researched hardware for faster image processing on internal systems, resulting in 50% faster image generation and processing.
- Contributed 100+ unit tests, resulting in 18% less reported issues and bugs found in the field.

Education

B.S.E. IN COMPUTER ENGINEERING | 2018 | GRAND VALLEY STATE UNIVERSITY

Skills

- Back-End and Embedded Development
- Continuous Integration / Continuous Deployment
- Performance Optimization and Automation
- Real Time Operating Systems
- Electronic subsystems
- Device Communication Protocols