Gus Cantieni

education

gus_cantieni@brown.edu — github.com/gcantieni

Brown University B.S. in Computer Science **Class** 2020 **GPA** 3.9

Relevant Coursework Computer Networks, Deep Learning, Object Oriented Programming, Computer Systems, Logic for Systems

work experience

software research intern

DellEMC Cambridge, MA

June 2019-August 2019

- Worked with small team researching Developer Operations and rapidly deploying internal apps
- Developed tools for admins to take control of internal reviewing resource, improving efficiency in React web application
- Researched Virtual Reality and Natural Language Processing using Python
- Honed development skills by pracicing Extreme Programming with TDD, pair programming, continuous integration, and continuous deployment

software engineering intern

Open Learning Exchange Cambridge, MA

May 2018-September 2018

- Pitched app at Cambridge Innovation Center conference, drawing in seven potential clients
- Gained a familiarity with an agile and entrepreneurial working environment
- Designed scalable loading interface and password validation for Angular app
- Gained familiarity with Git, Angular 6, CouchDB, Docker, and Vagrant

computer systems teacher's assistant

Brown University Providence, RI

September 2018-present

- Helped three hundred students with tricky bugs and conceptual questions during weekly lab and code hours
- Assessed students' performance and offered feedback during weekly gradings
- Gained a thorough understanding of C, x86, processes, multi-threading, mutexes, and signal handling

projects

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Brown University

November 2018

- Designed and trained an adversarial neural network written in Python and Tensorflow that learned to generate celebrity faces
- Learned to use Python utilities to parse data, and Tensorflow's API to train multi-layered neural networks
- Analyzed and quantized the effects of different combinations of neural-net architectures and parameter choices, eventually producing frighteningly uncanny celebrity faces

tcp

Brown University

November 2018

- Implemented Transfer Control Protocol, the backbone transport protocol of the modern internet
- Built a reliable and fault-tolerant system using ACKs, timeoutes, and retransmission
- Created a distributed system of nodes with virtual IP addresses and used the Routing Internet Protocol (RIP) to populate their routing tables and find remote addresses
- Overcame subtle concurrency-related bugs and deadlocks through persistent and systematic debugging
- Collaborated with a tight-knit team of students, keeping an organized list of bugs and suggesting methods to divide and conquer

skills

languages

technologies

Golang, Python, JavaScript, C, Java

React, Angular, Linux, LATEX, Vim, Git