

Giovanni R. Carvelli

4th Year Software Engineering Major

<http://carvel.li>
gio@carvel.li
(814) 460-1082

github.com/gcarvelli
259 West Grandview Boulevard
Erie, PA, 16508

Education

Rochester Institute of Technology, Rochester, NY
Major: BS Software Engineering (2017 Expected Graduation)
Minors: Computer Science and Math
Cumulative GPA: 3.63/4.0

Technical Skills

Languages: PHP, C#/.NET, Java, C, Python/Django, Javascript, Ruby/Rails, (Android, Unity, Bash/CSH)
Applications: phpStorm, Visual Studio 2013, Eclipse, Sublime Text, VMWare/Virtualbox/VMM
Source Control: Git (with Github workflow), SVN
Operating Systems: Windows, Ubuntu/Debian, OSX

Work Experience

PHP Cloud Developer, Datto Inc.
Norwalk, CT
Summer-Fall 2015

Full time co-op working on Datto's Cloud Products team. Worked on pages for web portals, API endpoints, device-side logic, virtualization processes for the storage nodes themselves, and communication between them. Spent plenty of time troubleshooting problems in LAMP environments. Working knowledge for the Cloud Products team involved the device, portal, and cloud-specific codebases.

C#/.NET Developer, Rochester Software Associates
Rochester, NY
Summer-Fall 2014

Full-time co-op based in the development and maintenance of a suite of Visual C#/.NET products focusing in printer ticket transformation. Major projects included the integration of .NET programs with a Java-based RSA product on UNIX and a Windows Forms PDF editor/production print program. Skills include interfacing different technologies, knowledge of network protocols and working within a framework used by several products. Also participated in the interview process for new co-ops.

Student Lab Instructor
Rochester, NY
Spring 2015

Assisted professor in section of CS2 during class and held office hours in the CS Tutoring Center. Helped first year students learn object oriented programming, data structures, basic multithreading, and other topics. Graded lab homework assignments.

RIT Tech Crew
Rochester, NY
2012-Present, during school years

Professional audio design and setup for events across campus. Weekly training and job experience is required to be promoted. Jobs involve the setup and operation of sound equipment and interaction with job contacts.

Projects

Fuzzer

Created a Fuzzing tool to attack websites and expose vulnerabilities using Python's Requests package. (Secure Software).

Raspberry Pi

Implemented various Computer Engineering concepts including RLE, GPU manipulation, serial communication, FAT Filesystem interpretation and a parser capable of floating point arithmetic on the Raspberry Pi in C. (EFoCS)

House Explorer

Created a basic text-based game engine with Python and XML configurations. (Independent)

Geddit

Designed and wrote a Reddit clone in Ruby on Rails. (independent)