

Giuseppe Crinò

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Skills

- Python, Go, JavaScript, Scala, Java, Bash, Git, CSS, Linux, React
- Kubernetes, AWS, Helm, Terraform, Postgres, Redis, GitHub Actions, Prometheus, Grafana, CI/CD
- Algorithms and data structures, cryptography, security

Work experience

Software Engineer, Site Reliability Engineering @ Casavo

(April 2021 - July 2024)

- Key contributor in building the company's SRE team, significantly improving monitoring systems, defining SLAs and providing a platform for developers.
- Led the design and implementation of the AWS infrastructure, resulting in significant cost savings.
- Implemented new features and bug fixes for multiple production microservices and improved developer tools, including error tracking and faster CIs.

Software Engineer, Site Reliability Engineering @ Banksealer

(November 2019 - April 2021)

- Designed and implemented the cloud infrastructure utilizing Kubernetes.
- Optimized continuous integration pipeline using Concourse, significantly reducing the monorepo build time.
- Collaboratively redesigned and implemented the company's product using Scala, transitioning from on-premises installations to a multi-tenant environment on AWS.
- Maintained a Scala RPC library used in production.

Software Engineer @ Various companies (as a contractor)

(October 2018 - October 2019)

- Provided maintenance for clients' legacy JavaScript applications.

Education

BSc. of Computer Science (GPA: 3.3/4.0) @ University of Milan

(October 2013 - October 2018)

- Final dissertation: "Malicious input for feedforward neural networks", leveraging Machine Learning fundamentals and Google's TensorFlow. Defense presentation link: <https://goo.gl/7iHVgA>

Personal projects

[Dotfiles](#)

(July 2023)

- Built a utility to automatically back up MacBook configurations, including dotfiles and Homebrew formulas, to an AWS S3 bucket.

[Femtogo](#)

(June 2023)

- Developed the grammar and an interpreter for a simple educational programming language.

[Millennials Summer Quiz](#)

(June 2023)

- Developed the frontend for a party quiz game and used GPT-4 for generating fun and challenging questions.

[MyHeardle](#)

(December 2022)

- Designed and implemented a music game inspired by Heardle, with frontend and backend. Optimized performance using Redis and yt-dlp.

[Panopto Downloader](#)

(October 2022)

- Successfully attracted approximately 300 users, with ~20 of them converting into paying customers, demonstrating the product's value and market fit.
- Built a robust AWS and Fly.io architecture and implemented backend and frontend using Node.js, Python, and CSS.
- Integrated error tracking and monitoring systems using Sentry, Prometheus, and Grafana.
- Managed authentication with Auth0 and custom implementation of authorization.
- Integrated Stripe for payment processing and developed a Chrome Extension to eliminate infrastructure costs.

[Generate color palette from image](#)

(August 2020)

- Assisted in porting the project to AWS and set up CI/CD and AWS infrastructure for Lambda function deployment of a Machine Learning model.