



PASQUALE BOEMIO

OPEN SOURCE SOFTWARE ENGINEER



ABOUT

April 22, 1987
 30 Bishopsmede,
Lower Clanbrassil Street,
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 Ireland
 M.S. in Computer Engineering



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Last update Wednesday 3rd February,
2016



CURRENT POSITION

may 2015 Full-Stack Developer
STATWOLF LTD.

As full-stack developer I am in charge of both developing components for and deploying of the Statwolf data visualization framework



EDUCATION

mar 2014 Master in Computer Engineering
UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II

Final grade 110/110 *cum laude*

Thesis A peer-to-peer architecture based on WebRTC: topology creation and routing policies

may 2011 Bachelor in Computer Engineering
UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II

Thesis Design and implementation of a secure communication channel for multimedia transmissions based on ZRTP/SRTP

jun 2005 Advisor Prof. Simon Pietro Romano
Scientific High School Degree
LICEO SCIENTIFICO STATALE FILIPPO BRUNELLESCHI



PUBLICATIONS

feb 2014 Introducing Ufo.js: a browser-oriented p2p network
A. Bevilacqua, P. Boemio, S.P. Romano

Ufo.js leverages state-of-the-art technologies in the field of real time communications in the web and provides programmers with the functionality needed in order to embed novel peer-to-peer applications directly into web browsers. Ufo.js makes use of the W3C WebRTC *datachannel* API. This new interface allows two web browsers to establish a communication channel for the exchanging of either raw data or strings. Ufo.js uses the *datachannel* as the default communication means between any pair of peers and hence represents a valid alternative to classic client-server desktop solutions.

IEEE - Computing, Networking and Communications (ICNC), 2014
International Conference on (pages 353-357)
DOI 10.1109/ICNC.2014.6785359



CONFERENCES

feb 2014 International Conference on Computing, Networking and Communications (ICNC), 2014
Honolulu, HI, USA
A. Bevilacqua, P. Boemio



EXPERIENCES

from sep 2014 to nov 2014	Teacher SECONDA UNIVERSITÀ DEGLI STUDI DI NAPOLI I structured and performed a course for post-graduated students about <i>Telematic applications for mobile networks</i>
from jul 2014 to present	Technical Reviewer PACKT PUBLISHING I reviewed some books about WebRTC, SIP and web technologies
from jun 2014 to mar 2015	Postgraduate Study Granter UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II During this period I worked on many real-time technologies for the web (SIP, RTP, WebRTC, websocket and so on) and on high availability systems based on the linux container technology (Docker, Mesos)
from jun 2014 to mar 2015	Teaching Assistant UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II During the period of my study grant I played lectures and tested students about <i>Informatic 101</i> , <i>Computer Architecture</i> and <i>Computer Networks II</i>
from sep 2013 to dec 2013	Software Developer UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II The aim of my work was to design and develop a peer-to-peer overlay leveraging on pure web technologies like WebRTC and websocket
from oct 2012 to apr 2013	Software Developer ENJINIA S.R.L. My role at Enjinia ranged from the designing and the implementation of mobile and web applications to the definition and the management of the CI infrastructure
from feb 2012 to aug 2012	Software Developer and Analyst PRIDE ICT SOLUTIONS (PART OF ERICSSON GROUP) I worked as stagist on the design and the implementation of <i>Granite Inventory</i> and <i>Assign and Design</i> plugins for the Telecom Italia network inventory infrastructure
from dec 2010 to feb 2011	Software Developer MEETECH S.R.L. During this internship I focused on the design and the development of a ZRTP library for the MjSIP SIP stack
from sep 2007 to dec 2013	Tutor I make some private lectures for high school and university students about scientific field matters (math, physics, computer science and so on)



OPEN SOURCE CONTRIBUTIONS

Project	pipework Software-Defined Networking tools for LXC (Linux Containers) https://github.com/jpetazzo/pipework
Project	Janus Gateway A general purpose WebRTC gateway https://github.com/meetecho/janus-gateway

- Project **node-webrtc**
WebRTC stack wrapper for node.js by Mozilla's js-platform
<https://github.com/js-platform/node-webrtc>
- Project **easywsclient**
A short and sweet WebSocket client for C++
<https://github.com/dhbaird/easywsclient>
- Project **html5rocks.com**
A top-notch resource for web developers by Google
<https://github.com/html5rocks/www.html5rocks.com>
- Project **Gentoo Linux**
Ebuild maintainer for portage packet manager
<https://bugs.gentoo.org>



PROJECTS

- Project **IETF92 Queue Experiment**
A pacman-style virtual queue for both local and remote IETF speakers based on node.js, Redis and HTML5
- Project **Informagiovani**
I've implemented a web portal from the scratch by using Java, MySQL, MongoDB and HTML5 technologies
- Project **ufo.js**
A lightweight peer-to-peer network running within the browsers
- Project **wssjs**
A websocket server running in the Chrome browsers
- Project **node-rtc**
WebRTC stack wrapper for node.js
- Project **node-spinner**
A loading spinner for node.js CLIs
- Project **Androclick**
Android client-server application used to retrieve bus times in Naples
- Project **RestAndroidClient**
Android REST client based on Android HTTP Client



COMPUTER SKILLS

- Programming *Behaviour-driven development (BDD)*
C, C++, Java, Objective-C, ASP.NET, Javascript, Python, Ruby, CoffeeScript, Go, Bash, Ap-
plescript, Batch, Ladder, Assembly, PHP, SQL
- Frameworks Android SDK, J2EE, GWT, Java Beans, Phonegap, Rails, Struts, iOS/OSX SDK, Boost,
jQuery, Angular, Play, Ember.js, Backbone, Mocha, Karma, Less, and much more...
- Markup HTML, CSS, ~~TeX~~, Markdown

DBs MySQL, Oracle, Mongoddb, Redis, CouchDB

OSs Linux, Mac OSX, Windows, iOS, Android, Symbian, MSDOS



LANGUAGES

Italian: **Native**

English:

Reading	<div><div></div></div>	C1
Listening	<div><div></div></div>	B2
Writing	<div><div></div></div>	B2
Speaking	<div><div></div></div>	B2



EXTRA

✓ European B driving license