

PASQUALE BOEMIO

OPEN SOURCE SOFTWARE ENGINEER



ABOUT

April 22, 1987

★ 30 Bishopsmede, Lower Clanbrassil Street, D8 - Dublin

♀ Ireland

M.S. in Computer Engineering



CONTACTS

+353838022088

boemianrapsodi

boemianrapsodi@gmail.com

https://github.com/helloiampau

https://linkedin.com/in/pboemio



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

Advisor Prof. Simon Pietro Romano

may 2011 Bachelor in Computer Engineering

Università degli Studi di Napoli Federico II

Thesis Design and implementation of a secure

communication channel for multimedia transmis-

sions based on ZRTP/SRTP

Advisor Prof. Simon Pietro Romano jun 2005 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/ICCNC.2014.6785359



CONFERENCES -

feb 2014 International Conference on Computing, Networking and Communications (ICNC), 2014

Honolulu, HI, USA

A.Bevilacqua, P. Boemio



from sep 2014 Teacher

to nov 2014 Seconda Università degli Studi di Napoli

I structured and performed a course for post-graduated students about Telematic appli-

cations for mobile networks

from jul 2014 Technical Reviewer to present PACKT PUBLISHING

I reviewed some books about WebRTC, SIP and web technologies

from jun 2014 Postgraduate Study Granter

to mar 2015 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 con-

tainer technology (Docker, Mesos)

from jun 2014 Teaching Assistant

to mar 2015 UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II

During the period of my study grant I played lectures and tested students about Infor-

matic 101, Computer Architecture and Computer Networks II

from sep 2013 Software Developer

to dec 2013 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 Software Developer

to apr 2013 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** Software Developer and Analyst

to aug 2012 PRIDE ICT SOLUTIONS (PART OF ERICSSON GROUP)

I worked as stagist on the design and the implementation of Granite Inventory and As-

sign and Design plugins for the Telecom Italia network inventory infrastructure

from dec 2010 Software Developer

to **feb 2011** MEETECHO 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 Tutor

to dec 2013

I make some private lectures for high school and university students about scientific

field matters (math, physics, computer science and so on)

ľ

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

PROJECT:

Project IETF92 Queue Experiment

A pacman-style virtual queue for both local and remote IETF speakers based on node is,

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

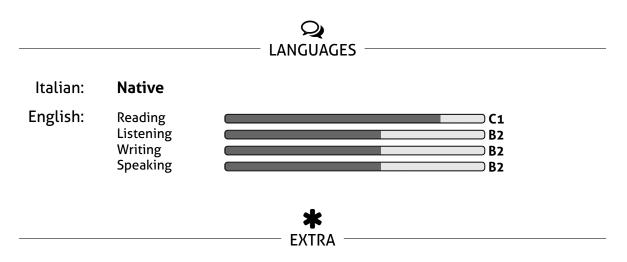
Frameworks Android SDK, J2EE, GWT, Java Beans, Phonegap, Rails, Struts, iOS/OSX SDK, Boost,

jQuery, Angular, Play, Ember.js, Backbone, Mocha, Karma, Less, and much more...

Markup HTML, CSS, LETEX, Markdown

DBs MySQL, Oracle, Mongodb, Redis, CouchDB

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



✓ European B driving license