# James Gualtieri

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## Experience

### Amazon

**Software Development Engineer, Prime Video | October 2019 - Present**
• Maintain largely scaled and high-transaction services to initialize millions of customers' video playback on the Prime Video application. Develop support tooling.
Java, JavaScript, Ruby

**Software Development Engineer, AWS Support | July 2019 - October 2019**
• Work with a scalable service to provide authorization for AWS Support teams to have constrained access to AWS user accounts
Java, Ruby

### ManTech International Coporation

**Security Research Intern | Summer 2018**
• Conducted security research (reverse-engineering and network forensics)
• Developed exploits for vulnerabilities mobile systems
• Detected vulnerabilities in embedded systems
• Developed internal plugins to existing software packages to aid in vulnerability detection
Python, C++, bash scripting

### Carnegie Mellon Robotics Institute

**Research Assistant, NavCog Project | Summer 2016**
• Supported development and testing of a tool to allow the visually impaired accurately and reliably navigate inside buildings.
• Performed data collection and analysis to enable accurate localization.
• Deployed and managed BLE beacons to allow for accurate location services in indoor spaces.
• Configured server to allow for real-time beacon data collection. Contributed to software development for iPhone app.
Objective-C, Python, bash, PHP

### Charles River Analytics

**Software Engineering Intern | Summer 2017**
• Worked with a team of scientists and engineers to enhance an enterprise system based using the Electron Platform.
• Implemented features across a full JavaScript web application stack with a focus on front-end development.
• Created refinements to the legacy products Investigated defects and proposed and implemented enhancements to existing features.
• Developed software for both web applications and desktop applications.
JavaScript, React, Node.js, Electron WebGL

## Education

### Carnegie Mellon University

Graduation May 2019

Electrical and Computer Engineering
Software Systems

QPA 3.22

## Programming



## Projects

• Scotty3D
full 3D application including a mesh editor and ray-tracing renderer
• Face Race
Game implementing blend shapes, built with OpenGL and C++

## Relevant Coursework

• Fundamentals of Programming and Computer Science
• Principals of Imperative Computation
• Computer Graphics
• Comvputer Game Programming
• Introduction to Computer Systems
• Electronic Devices and Analog Circuits
• Structure and Design of Digital Systems
• Signals and Systems
• Fundamentals of Electric Power Systems
• Introduction to Computer Security
• Concepts of Mathematics
• Calculus in 3D
• Applied Computational Intelligence Lab