# PAOLO GRIGNAFFINI

DevOps Engineer Full-stack Web3 Dev • Parma, Italy

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20/07/1995



### WHO AM I?

Hey there!

I'm a reliable and passionate individual who's eager to contribute my skills to a blockchain development team.

Through my education and work experience as a DevOps Engineer at an international bank, I've gained extensive knowledge and hands-on experience in computer science.

Recently, I've been diving deep into the world of blockchain technology, participating in several Web3 hackathons such as ETHGlobal, Polkadot N.A., and Encode x Algorand. It's been a blast implementing innovative ideas and presenting them to the vibrant Web3-community.

I'm currently on the lookout for a job that would give me the opportunity to work on building the next big thing on Web3.

Also, interesting fact about me: I lived in New Mexico for two years while pursuing my master's degree. It was an incredible experience and I'm grateful for the knowledge and skills I gained during my time there.

C/C++	
JavaScript/TypeScript	
ReactJS/NextJS	
GraphQL	
tRPC	
PostgreSQL	
CSS	
Java	
Python	
Bash	
Powershell	
Git	
Azure	
Jenkins	
Docker	
Solidity	

## **EDUCATION**

1/2018 - 5/2019 Master's Degree (Computer Science)

GPA: 3.8/4

2/2017 - 6/2017 Erasmus Program (Computer Science)

New Mexico State University, USA

University of Rzeszów, Poland

9/2014 - 12/2017 Bachelor's Degree (Computer Science)

Final grade: 110/110

University of Parma, Italy

#### 3/2022 - Current Freelance Web3 Full-stack Dev

- Successfully developed, implemented, and deployed Web3 full-stack applications for submission in multiple hackathons.
- Contributed to the development of Greengo, a decentralized crowdfunding platform on Algorand designed to incentivize funding for green projects, which won 2nd place in the Algorand x Encode hackathon. Article
- Led the development of PostThread, a decentralized social network designed to reward users instead of extracting from them, which won 1st place in the Polkadot North America hackathon for Web3 & Tooling. DevPost
- Collaborated with other developers and stakeholders to design, develop, and deploy decentralized applications that are secure, scalable, and user-friendly.
- Demonstrated expertise in Web3 technologies, including blockchain protocols, smart contracts, and decentralized storage and computing.
- Continuously improved skills and knowledge in Web3 development, staying up-to-date with the latest tools and frameworks.

ReactJS/NextJS / TailwindCSS / GraphQL / tRPC / PostgreSQL / JavaScript/TypeScript

## 2/2020 - 3/2022 **DevOps Engineer**

**Credit Agricole** 

- Author and maintain architecture documentation for DevOps infrastructure, including defining workflows, processes, and project development guidelines.
- Develop and implement pipelines using Groovy, Python, Bash, and Powershell scripts, and orchestrate them using Jenkins and Azure DevOps.
- Aligned on-premises and cloud-based Active Directory using PowerShell, which was successfully deployed in a production environment.
- Implemented user profiling and authentication policies, including multi-factor authentication, for Azure DevOps using security groups.
- Provided technical support to colleagues and facilitated their onboarding with new technologies.
- Installed and configured custom servers, including RHEL and Windows, to meet project requirements.

#### 1/2018 - 5/2019 **Research Assistant**

NMSU

- Conducted research on computer vision, with a focus on object tracking using OpenCV and C++.
- Developed and implemented algorithms for object tracking and motion analysis, leveraging image processing and computer vision techniques.
- Designed and executed experiments to evaluate the performance and accuracy of tracking algorithms, analyzing the results and refining the approach as necessary.
- Collaborated with a team of researchers to brainstorm ideas, share insights and expertise, and ensure successful project outcomes.
- Presented research findings in technical reports and presentations, sharing key insights and learnings with stakeholders.

- Served as a web administrator for the college of Arts & Sciences, responsible for maintaining and updating the college's website using HTML5 and WordPress.
- Designed and implemented web pages and sites, ensuring that they are visually appealing, user-friendly, and accessible to all users.
- Managed and updated content on the college's website, including news, events, academic programs, and faculty profiles.
- Developed and implemented strategies to improve the website's SEO, user engagement, and conversion rates.
- Collaborated with faculty, staff, and other stakeholders to ensure that the website accurately
  reflects the college's brand and values.
- Provided technical support and training to users of the website, ensuring that they are able to update and maintain content effectively.

## **PROJECTS**

#### 10/2022 - Current UnstableLabs

UnstableLabs is an AI-based NFT generator built on blockchain technology. As a key member of the development team, I played a crucial role in building the platform's underlying blockchain infrastructure, which guarantees the authenticity and scarcity of each NFT generated. The platform leverages state-of-the-art deep learning algorithms to create unique and high-quality images from text prompts. I also helped design and implement smart contracts that govern the NFT creation process, ensuring that each transaction is transparent, secure, and verifiable on the blockchain. Our user-friendly platform allows buyers to purchase pre-engineered prompts to quickly and easily create their own NFTs, without needing extensive technical expertise.

Repo Website

#### 6/2022 - Current

#### Greengo

Greengo is a a decentralized community-driven crowdfunding platform, as the main developer I played a key role in designing and implementing the platform's blockchain infrastructure using the Algorand protocol. Our platform enables innovators to raise funds for projects aligned with the UN Agenda 2030, and features smart contracts that ensure transparent and efficient distribution of funds. By leveraging blockchain technology, our platform provides increased transparency, trust, and accessibility to the crowdfunding process.

Repo Website

## 5/2022 - Current

#### PostThread

PostThread is a unique social media application that puts user data control and privacy at the forefront. As a key developer on the project, I played an instrumental role in designing and implementing the blockchain-based infrastructure that enables users to control their data and digital assets. Our platform is designed to be user-friendly and hide the complex crypto aspects from users, while still giving them the ability to control their data and assets at any time. All data is stored publicly on the blockchain or hosted on IPFS, making it difficult for any centralized entity to abuse it. In February 2023, we implemented a new version of the platform using the open-source social media platform Mastodon running on a custom server hosted on Digital Ocean. This new version builds on our commitment to user privacy and data control, while providing a more robust and scalable platform for our users.

Repo Website

Website on Mastodon

#### 8/2021 - 8/2021

#### GizmoCoin

Bare-bone blockchain implemented in Javascript for learning purposes, it supports hashing, signatures, wallet generation and proof-of-work

Repo

## 3/2019 - 5/2019

## PeteVSMutants

NMSU

Shooting game implemented in JAVA

Repo, <u>Demo</u>

1/2018 - 5/2019 **Beat Blocks NMSU** 

Designed and implemented a console application for tracking Lego blocks using computer vision. The application uses HSV filtering and Aruco Markers to identify each block in a defined region of space, and then outputs corresponding sounds based on the positioning of the blocks. The program was implemented using OpenCV and C++, and represented a unique and challenging application of computer vision technology.

Report

#### 3/2019 - 5/2019 MPI Communication Bottleneck

NMSU

Application used to display information regarding data traffic between nodes in a cluster through MPI. The GUI was implemented by using GraphViz and Qt framework