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Objective

• Obtain full time position or cooperative study for a minimum of 3 months

- A position of Software Engineer or equivalent
- To research, design, and implement solutions for real world problems

Professional Experience

Google Inc. google.com

Site Reliability Engineer - Intern

May - August 2015

Fault Injection and Disaster Recovery Simulation Tools

ntid.rit.edu Backend Software Engineer June 2014 - May 2015

- Developed a web application for use by over 300 interpreters to track and managed their activities
 - Designed and implemented RESTFul API in python

Exablox exablox.com

Continuous Integration - Intern

June 2013 - January 2014

- Developed internal developer resource and continuous integration systems
- Designed and implemented a system to manage and test data
- Developed a Buildbot and ReviewBoard collaboration plugin in Python

Projects

Many Available on github.com/rlguarino

• MOS - Modular Operating System

C, x86 Assembly

- A simple operating system which provided a generic interface for Software and Hardware resources
- Runtime kernel module interactions enabled systems to be reconfigured after the system booted
- Provided a simple crud interface and resource traversal for interacting with system components using URLs and requests
- Provided the UNIX file-like system for communicating between two points with a simple full-duplex channel
- Implemented a simple reaction timer game running on the operating system

• Intelligent Scan Detection

Go, Python

- An intelligent security system designed to detect and respond to port scans
- Uses a neural network to classify traffic data as potential scans in real time
- Generated realistic traffic data using a process of categorizing traffic characteristics and composing fake traffic on demand

• Unitracker Go

- A continuous integration unit test tracking system built with go
- Designed to be used as part of a buildbot system the Unitracker will track and display the outcome of unit tests in a easy to understand manner

• Taskboard

 A web application designed to interface with Computer Science House systems to provide a way for members to pay each other to complete tasks using a special currency

Python • PvShare

- A peer-to-peer file sharing program
- Implemented my own Diffie-Hellman encryption to secure the traffic

• Smart Vending Machine System

Java

- A smart vending machine system group project for a Software Engineering class

- Networked vending machine systems with an inventory management system and real time system monitoring

Education

Rochester Institute of Technology - New York

Undergraduate Computer Science Student

rit.edu Aug. 2011 - Present

- Expected Graduation Date: June 2016

- Core Courses:
 - * Systems Programming
 - * Database Implementation
 - * Secure Coding
 - * Computer Organization
 - * Computer Science[1-4]
 - * Intelligent Security Systems
 - * Concepts of Parallel & Distributed Systems

Skills

• Languages: Assembly (MIPS), C, GoLang, Java, Python

• Tools: Emacs, Git, LaTex, Subversion, Vi/Vim, Docker

• Concepts: Parallel & Distributed Systems, Systems Programming, Intelligent Systems

Online Presence

LinkedIn: www.linkedin.com/in/rlguarino/

Githhub: github.com/rlguarino

Blog: rlguarino.com

Twitter: twitter.com/rlguarino