Joel O. Savitz

74 Bacon St Apt 1 Waltham, MA 02451

+1~(857)~231-0637— joelsavitz@gmail.com — github.com/theyoyojo joelsavitz.com

EDUCATION

Bachelor of Science, Computer Science and Mathematical Sciences University of Massachusetts Lowell, Lowell, MA

Honors College, Honors Fellowships, Dean's list

Fall 2020 GPA: 3.99

SKILLS

Languages: C (standard and GNU), C++ (2011 standard), Python (2 and 3), Bourne shell, Bourne-again shell, x86_64 and x86 assembly language, LATEX, markdown, GNU Make, exposure to rust, javascript, ruby, GNU autotools

Git, GDB, valgrind, vim, vim plugins, GitHub, GitHub pages, HTML+CSS

Operating Systems: Linux, Windows, Unix-like OSs (e.g. macOS). Linux Distributions: Arch, RHEL, Fedora, Ubuntu, ChromeOS.

Other: Office Software (Google Drive, MS Office, Libreoffice), effective oral and written communication, tech support, computer hardware, web hosting systems, domain configuration, patience

EXPERIENCE

Software Engineer

Associate Software Engineer

January 2022 to Present

February 2021 to December 2021

Linux Kernel Engineering Cooperative Internship — January 2019 to January 2021 Red Hat/IBM, Red Hat Enterprise Linux Core Kernel Team Westford MA

- Developing and debugging Red Hat Enterprise Linux
- Backporting patches from upstream into RHEL
- Contributing to Free and Open Source Software
- Contributing to the Linux Kernel
- SNIA member and contributor to software supporting the Smart Data Accelerator Interface (https://www.snia.org/sdxi)
- Created and run the KDLP program (https://kdlp.underground.software/)
- Created and teach a novel, international university course
- Created and manage development of open source LMS for git patchset submission (https://github.com/underground-software/singularity)

Developer and Research Assistant

November 2017 to December 2018

University of Massachusetts Lowell, Engaging Computing Group research laboratory

- Worked on IoT sensor network project to analyze salinity in groundwater following storm surge
- developed and demonstrated examples of distributed games on IoT devices for educational purposes
- Researched and developed innovations in computer science education
- Co-authored research paper on virtual reality for education, Published at SIGCSE 2019

Co-Founder and President

April 2016 to Present

TechSimple, Newton MA

- Solving technology problems of those who grew up before the age of computers and smartphones
- See http://techsimple.co for more information
- Not very active since starting full-time engineering work