

# Angelo Lloti

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## EDUCATION

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### University at Albany

*Bachelor of Science in Computer Science, Minor in Informatics*

- Cumulative GPA: 3.55

Albany, NY

*Aug. 2020 – Aug. 2023*

## EXPERIENCE

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### Software Engineer

Jan. 2023 – Present

*CrowdDoing*

*Remote*

- Implemented a seamless authentication flow using React Native and Firebase to allow users to easily sign up
- Demonstrated app progress to sponsors while answering questions directly
- Implemented onboarding screens and tooltips to guide first-time through the apps functions
- Worked closely with other teams to effectively model our data in MongoDB
- Enabled tighter user preference over notification frequency so that the user can have more control

## PROJECTS

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### Card Game App | *Go, Vue, Docker*

June 2022 – Apr. 2023

- Developed a web application using Go and Vue that enables users to play tabletop games online with their friends
- Wrote a specification to abstract tabletop games as object-oriented classes allowing fast and intuitive development
- Used open source assets to create a beautiful frontend that is desktop and mobile friendly
- Took advantage of Go's lightweight concurrency and memory tooling to support thousands of concurrent lobbies with minimal server load

### Starboard | *Go, Redis, PostgreSQL, Docker*

June 2018 – Aug. 2019

- Created a chat bot that interacts with the Discord API and allows community to archive their favorite messages
- Provided service to 2,000,000+ users in 15,000+ servers while using very limited server resources
- Utilized Redis for smart content caching to reduce PostgreSQL load and lower server costs
- Added localization for multiple languages through crowdsourcing to make the service more accessible

### Happy Island Senior Center Website | *Sveltekit, Tailwind CSS, GitHub Pages*

July 2023 – Aug. 2023

- Built an accessible website for a senior care center to demonstrate the services and activities that they provide
- Added internationalization to allow the website to be accessed in English, Russian, Albanian, Spanish, and Arabic
- Created a contact form on the website that forwards all questions and concerns to the center's main email address
- Utilized GitHub pages and Cloudflare SSL to enable safe browsing with no hosting cost

### SteamAPI | *JavaScript, Node.js, NPM, Git*

Aug. 2017 – Present

- Developed an NPM package that allows Node developers to use Valve's public Steam API
- Designed and implemented a convenient object-oriented class structure for developers
- Published to NPM and receives more than 3,000 downloads a month
- Has amassed over 100 stars on GitHub since 2017 and is now community maintained

### OS Scheduler | *Java*

Aug. 2022 – Dec. 2022

- Wrote a small operating system with a scheduler to guarantee equally shared CPU utilization
- Developed a tick-based clock to support time-based operations like sleep
- Created a memory system that has paging and utilizes temporary disk swap files
- Supports system calls via a virtual filesystem that maintains a virtually unlimited number of devices
- Implemented mutexes to permit concurrent system operations and memory mutation

## SKILLS

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**Languages:** JavaScript, Go, TypeScript, SQL, Python, Rust, Java, C#, C++

**Services:** Node.js, Git, Docker, AWS, PostgreSQL, Redis, MongoDB

**Frameworks:** React, React Native, Vue, Svelte, Sveltekit

**Libraries:** Tailwind CSS, pandas, NumPy, Z3, Matplotlib, scikit-learn