

Angelo Lloti

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EXPERIENCE

Volunteer Software Engineer

Jan. 2023 – Nov. 2023

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 users 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

EDUCATION

University at Albany

Albany, NY

Bachelor of Science in Computer Science, Minor in Informatics

Aug. 2020 – Aug. 2023

PROJECTS

SteamAPI | *TypeScript, Node.js, NPM, Git*

Aug. 2017 – Present

- Developed an NPM package that allows Node developers to use Valve's public Steam API
- Refactored codebase while providing a seamless transition for users between major versions
- Published to NPM and is used in more than 700 public GitHub projects
- Has amassed over 150 stars on GitHub since 2017 and is now community maintained

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

June 2022 – Present

- Developed a web application using Go and Vue that enables users to play tabletop games online with their friends
- Added peer-to-peer lobby voice chat to allow users to talk to one-another with minimal server strain
- 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 lobbies concurrently

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

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

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

SKILLS

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

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

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

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