Angelo Lloti

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EXPERIENCE

Participant   Jan. 2024 – Present
Recurse Center   *Brooklyn, NY*

- Worked on porting and thoroughly testing an NPM library that is now used by thousands of people weekly
- Created a web app which utilizes GitHub Actions to periodically scrape UberEats for nearby deals
- Pair-programmed with other developers to significantly enhance my skills as a programmer
- Dug deep into microservices to understand how to implement and use them to allow for scaling
- Worked on reverse engineering a game server protocol to implement a custom server in Rust

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

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