




Giovanni Orciuolo

Software Engineer

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EXPERIENCE

OVERZOOM S.R.L | LEAD SOFTWARE ENGINEER

September 2017 – Current | Andria, Italy

- Development of RESTful APIs and backend technologies in general for adoption in web-based and mobile applications.
- Analysis and development of microservice architectures.
- Integrations with external services serving APIs in REST, SOAP, gRPC.
- Dev-Ops with continuous integration (CI) approaches and development of orchestrators using platforms such as Docker and Kubernetes.
- Development of web-based applications using React (Next.js if SSR is needed), Angular and Svelte. E2E testing with Selenium and Cypress.
- Development of mobile applications mainly using Flutter.
- Development of Web3 projects for the Ethereum blockchain and Cosmos.

PROJECTS

DARLENE | TYPESCRIPT, REACT

2021 | Thesis Project

- Darlene allows to bridge the gap between non-technical AI researchers in the Recommender Systems field and the Elliot framework, serving a dynamically generated UI to build an Elliot-compatible configuration.
- This project required the realization of a JSON-based metalanguage which allows an algorithm to generate UI components on the fly directly on the browser.
- I chose to use React exactly for this reason: it's very easy to setup components and render them dynamically, without sacrificing performance.

ENOLOG | TYPESCRIPT, DART

2020 | University Project

- Allows the owner of a winery to monitor the status of his tanks through an easy-to-use mobile application.
- Backend based on Node.js written entirely in TypeScript. I chose Sequelize as the ORM and PostgreSQL as the main data source. The mobile application is written in Dart using the Flutter framework.
- The choice of Flutter was critical as it allowed the usage of a single language to make both the Android and the iOS apps, which halved development time.

VITRUVIA | C++

2017 | Personal Project

- Fully featured CS:GO internal cheat. Includes aimbot, triggerbot, wallhack, skin changer and many utilities. Manual map loader included but not open sourced.
- Written entirely in C++ with some shellcode written in ASM. This is my final CS:GO project after years learning how to reverse it and writing many other fun projects.
- As my first very big codebase, this project was critical to learn how to write scalable code while following the requirements, an essential skill for any software engineer. I also learned a lot about reverse engineering, which is still my hobby to this day.

SKILLS

PROGRAMMING

Proficient:

C • C++ • TypeScript • Java • JavaScript • Go • C# • SQL • HTML • CSS • Dart • GML

Experienced:

Python • Ruby • ASM (x86)

Familiar:

Elixir • Rust • Kotlin • L^AT_EX

LIBRARIES/Frameworks

Node.js • Express • Spring • React • Flutter • Mongoose • Svelte • Angular • Next.js • Sequelize • Gin

TOOLS/PLATFORMS

Git • Docker • Nginx • MongoDB • PostgreSQL • Postman • VS Code • WebStorm • IntelliJ IDEA • Sublime Text • Redis

EDUCATION

BACHELOR'S DEGREE IN COMPUTER ENGINEERING

POLYTECHNIC OF BARI

Sep 2018 - Nov 2021 | Bari, Italy

Final Grade: 102/110

HIGH SCHOOL DIPLOMA

LICEO SCIENTIFICO "R. NUZZI"

OPZIONE SCIENZE APPLICATE

Jul 2018 | Andria, Italy

Final Grade: 98/100

LANGUAGES

ENGLISH

B2 GRADE A CERTIFICATE (LEVEL C1)

CAMBRIDGE ENGLISH

Jun 2017 | Andria, Italy

Final Grade: 182/190

ITALIAN

NATIVE LANGUAGE