Louis S. Quattrocchi

Areas of Experience:

Software Engineering

Computer Aided Design

Systems Administration

Cybersecurity

Skills:

Rust, Java, Javascript, Python

Windows 10/11, MacOS, Linux

HTML, CSS

FreeCAD, Blender

Process Automation

Bash/Powershell Scripting

Network architecting and management

Containerization with Kubernetes

Database Management

Microsoft Office

Adobe Creative Cloud

Relevant Coursework:

Calculus I-III

Linear Algebra

CS I-II

Data Structures and Algorithms (To be completed by Summer 2024)

Education:

University of Nebraska-Lincoln

Graduation May 2027

- Bachelors of Science, Computer Science
- Minor: Mathematics

Lincoln Southwest High School

May 2023

Experience:

TMCO - IT/Engineering Intern

Summer 2023

- Assisted in management of server infrastructure
- Created tools to support enterprise resource planning
- Troubleshooted networking and OS issues
- Contributed to management and deployment of cybersecurity policies

Quattrocchi Lawn Care Technician

Summer 2019

- Collaborated with team to meet customer's lawn care needs

Activities:

Operating Systems and Open Source Group

2023-Present

Lincoln Southwest Computer Science Club Cofounder

August 2022-2023

- Cofounded and led team of 15 students in programming contests

Lincoln Southwest Math Club

August 2020-2023

- Placed 1st in Euler Division at the University of Omaha Math Competition

Lincoln Southwest Speech and Debate

August 2019-2022

- National Speech and Debate Association Award of Special Distinction
- Competed in Congressional Debate and Extemporaneous Speech Tournaments
- Honed public speaking and organizational skills

Projects:

Projects available at github.com/walterofnone

Dango Music Player

June 2023-Present

- Currently developing a cross-platform music player with emphasis on performance and modularity in Rust
- Created libraries for use in the music player project
- Used databases, queues, callbacks, and multi-threading in order to manage and playback a music collection
- Collaborated with team in order to complete work on features simultaneously

Rust Game Engine

Spring 2023

- Developed a toy game engine using ECS in order to achieve high performance
- Effectively utilized data structures such hash tables, flat vectors, and arrays in order to minimize memory usage and decrease render time

Email: LouisQ2@protonmail.com

Phone: (402) 601-5717

Website: waltlab.com