

# Pietro Gagliardi

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## Employment History

Independent Developer

*2012-Present*

- Created and maintained multiple open-source projects on GitHub; for further details, see below.
- Contributed to a variety of major open-source projects (Google Go, GTK+, MinGW-w64, and others).
- Participated in and contributed to professional communities (Stack Overflow and related websites, Freenode).

PMC Technology  
Bethpage, NY

*Software Development Engineer (Full-Time): October 2016-January 2017*

- Completed and shipped Version 2 of SmartWALK (<https://smartwalk.tech/>), the company's flagship software.
- Wrote tools for data direct from clients.
- Designed an internal management and distribution system for managing clients and licenses
- Built part of the management system's database.
- Built an OWASP ASVS test plan and automated tester for SmartWALK.

*Software Engineering Intern: May 2016-September 2016*

- Developed much of the database and backend server of SmartWALK Version 2.
- Implemented new features and built their APIs
- Wrote tools for migrating Version 1 installations to Version 2.

Open-Source Software  
available on GitHub

**libui:** a C library that provides a cross-platform GUI implementation, with backends targeting the Win32 API, GTK+, and Cocoa for macOS.

**ui:** a Go binding to libui.

**reallymine:** a program to decrypt Western Digital MyBook family hard drives with on-board always-on AES encryption.

**65816disasm:** a simple static-analysis disassembler in Go for the WDC 65816 CPU architecture used by the SNES.

**go:** a small build system for small-scale and medium-scale C and C++ projects.

**dumpattachments:** a program to bulk download all attachments on all emails on an IMAP email account.

**namefuse:** a FUSE filesystem driver that merges several MAME ROM folders into one automatically, choosing the right versions to use

**segaret\_scans:** a web server written in Go that connects to a MediaWiki MySQL database for video game history web site Sega Retro (<http://segaretro.org/>).

## Other Activities

- Reverse-engineered and found secrets in lots of games for The Cutting Room Floor (<https://tcrf.net/>)
- Helped get several Sega Genesis games emulated, including one for MAME, which you'll see credited to me in the source.
- Sometimes also wrote music, short stories, and personal opinion essays.

## Education

**Suffolk County Community College** Selden, NY

*Associate's Degree in Computer Science* 2016

## Skills

- Systems software development
- GUI programming and design
- Command line scripting and automation
- Data manipulation via scripts and SQL
- Open-source workflow
- Version control and bisecting
- Code reviews
- Bug tracking
- Reverse engineering

## Technologies Used

- C
- C++
- Go
- Objective-C
- Bourne shell/bash
- awk
- JSON
- XML
- HTML
- SQL
- Python
- Swift
- Cocoa for macOS
- Win32 API
- GTK+
- Linux
- macOS
- Windows
- HTTP