

Pietro Gagliardi

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Employment History

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.

qo: 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.

manefuse: 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 Work

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

Education

Suffolk County Community College Selden, NY

Associates in Computer Science 2012-2016

Stony Brook University Stony Brook, NY

unfinished Computer Science degree 2009-2011

Skills

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

Technologies Used

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