

BRIAN J. GIANFORCARO

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EDUCATION

Rochester Institute of Technology Rochester, NY
Major in Computer Science
Minor in Environmental Studies
Graduation Date: Spring, 2011

D.W. Daniel High School Central, SC
Language: German (3 years)
Graduation Date: May, 2006

WORK HISTORY

SQL Server Engine - Microsoft (5/11 - Present)

Software Development Engineer In Test II

- Shipped multiple features in SQL Server 2012 as well as SQL Azure including the sys.event_log and sys.connection_stats DMVs as well as a major re-architecting of the storage layer of the SQL Azure.
- Member of the SQL Test Architecture Group, helping SQL engineers write solid maintainable test cases.
- Responsible for maintaining our test lab automation, test execution framework, and libraries.
- Was the first and only tester working with a team of eight developers bootstrapping a replatform of the architecture of SQL Azure Service. I worked to boot strap the test infrastructure as well as the product itself.
- As the owner of release upgrade in SQL Azure I researched, designed, and implemented tests which verified upgrade semantics of our distributed system, while remaining highly available.
- Mentored an intern for a summer, worked with her, and architected the service she built to perform automated code reviews on engineers proposed changes which currently processes the majority of changes to both SQL Server and SQL Azure.

Weather Sensing Group - MIT Lincoln Lab (3/09 - 9/09) & (5/10 - 5/11)

Co-op

- Developed software for the FAA funded CoSPA aviation weather prediction project.
- Created a real time process to mask weather images to any specified polygon shape.
- Designed and developed a real time process to sync late forecasts forward in time.
- Optimized and adapted existing algorithms to operate on larger datasets with faster run times.
- Extended an existing data ingest server to read a serial data stream from a remote satellite dish.
- Extended the end user application to display two new feeds, including the satellite data stream.
- Build System Engineering

Lotus Software Division - IBM (9/08 - 03/09)

Pre-Professional Software Engineer

- Enhanced the web based FCK editor to IBM standards.
- Led a team to design and develop a Twitter plugin for Lotus Notes.
- Developed a Mac OS X based connector for the Lotus product Quickr.
- Worked remotely with an IBM lab in Toronto on Lotus Foundations. Specifically an application installation and provisioning system for remote application installs.

Cyber Infrastructure Technologies Integration - Clemson University (6/08 - 9/08)

Systems Developer

- Developed the infrastructure to enable virtual machines to run on the Palmetto Cluster.
- Created a custom visualization for the Palmetto Cluster's scheduling algorithm. The visualization was browser based, leveraging the then experimental HTML-5 canvas element for all 2D graphics.

Center for Computational Relativity and Gravitation - RIT (8/07 - 12/07)

Undergraduate

- Designed and developed 3D visualizations of various black hole characteristics and behaviors.
- The visualizations were created using the RIT home grown Java/OpenGL based, Spiegel visualization system.
- A select number of visualizations were featured on the History Channel series "The Universe."

Center for Advanced Engineering Fibers and Films - Clemson University (Summer 2007,2006,2005,2004)

Undergraduate Research Developer

- Designed visually accurate models of three different polymer extrusion processes using OpenGL and C.
- Enhanced a web application written in PHP that manages and displays experimental polymer data.
- To support this work a render farm like system for use with Blender was developed. It was based around the Condor High Throughput Computing Project.
- The Condor work was presented by my colleague to the public at SC07, The International Conference for High Performance Computing, Networking, Storage and Analysis in Las Vegas Nevada.

SKILLS & ASSETS

- Proficiency in software development in C#, Java, C, C++, Objective-C, Python, JavaScript and PHP.
- Familiarity with F#, Clojure, Scala, Prolog, Scheme, XML, HTML, CSS, L^AT_EX.
- Familiar with development on Linux, FreeBSD, OpenBSD, Mac OS X, and Windows based systems.
- Familiar with configuring and using Apache, MySQL, SQL Server, MongoDB, SSH, Samba, Svn, and Git.
- Have held a Department of Defense Security Clearance.

ACTIVITIES AND PROJECTS

- Open source developer for projects including: DragonFly BSD, Awesome WM, MongoDB, and Git.
- Avid snowboarder, Ultimate Frisbee player and outdoorsman.
- Have been playing the 5-string banjo, violin, mandolin, and electric bass for a number of years.