

Finbar Giusti

+353 83 199 6376 • D08 EHH5 • finbar@finbar.co • finbar.co

OBJECTIVE

Seeking an opportunity to learn and improve both my coding and soft skills in a creative software development company's atmosphere.

EXPERIENCE

Stripe

March 2024-September 2024

Ruby, Java, Golang, Machine Learning & Data Science

- Internship on Stripe's Authentication team.
- Delivered a novel feature that was rolled out to millions of transactions per month, improving stability and compliance, with localized gains in payment conversion.

Zalando

March 2019-May 2019

React, jest, sketch, node

- Work experience with front-end team, backend team, and design team.
- Learned Agile methodology in a web development environment by sitting in on meetings.
- Worked writing tests for react site using jest.

Freelance Development

2020-Present

Next.js, Nuxt, vue, React, React Native, mysql, firebase, Figma, sass

- Worked with many clients to write software independently. Acquired strong soft skills through proactive communication with the clients, providing support plans to keep their websites updated.
- Built static, server-side rendered and client-side rendered sites.
- UX/UI design made in Figma
- Built full-stack app for client, used to change prices on digital labels remotely, with rest server fetching with mariadb (mysql) database, which was connected to by a cross-platform react native app.

ACHIEVEMENTS

- Awarded 3rd place in Huawei TechArena hackathon 2023
- Awarded 2nd place in BTYSTE in Technology category.
- Awarded 3rd place in All Ireland Programming Olympiad at DCU.
- Awarded Entrance Scholar award at UCD in 2021.

EDUCATION

University College Dublin | BSc in Computer Science

Expected June 2025

- Expected First-Class Honours degree (GPA: 3.96).
- Relevant Modules: C, Java, Algorithms and Data Structures, Discrete Mathematics, Stats in Python.

PERSONAL / OPEN SOURCE PROJECTS

Collaborative P2P drawing web app

Node, js, websocket, html, css

- Created Peer-to-Peer networking system powered by WebRTC to relay drawing / meta events across a graph of drawers and spectators in real time with a bandwidth < 100kB
- Created an efficient vectorized replay storage system to share drawn recordings with little data.
- Created front-end GUI and interface, with draggable menu items, and multiple drawing modes, using a line-smoothing algorithm.

Relative currency value visualiser

Typescript, parcel, html, sass, C, emscripten

- Circle packing algorithm written in C and then compiled to wasm using emscripten, and executed client-side to pack currency points as closely as possible
- Responsive, interactive GUI written using HTML and typescript that fetches and caches currency information from wikipedia API.

SKILLS & INTERESTS

- Coderdojo attendee and mentor
- Weightlifting
- Free and Open Source Software
- BSD / Linux