

# Luca Bastone

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University of Waterloo  
Bachelor of Computer Science

Waterloo, Canada  
Sept. 2021 – May. 2026

## TECHNICAL SKILLS

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**Languages:** C++, C, Python, Java, HTML/CSS, Typescript/Javascript, Rust, Go, Scala  
**Libraries/Frameworks:** React, Vue.js, Django, .NET, gRPC, PyTorch, NumPy, SciPy, Pandas  
**Development Tools:** Git, CMake, Linux, Docker, Kubernetes, Terraform  
**Databases:** Redis, Firebase, SQL, MongoDB

## EXPERIENCE

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**Software Engineering Intern** May 2024 – Aug. 2024  
*X Corp. (prev. Twitter)* San Francisco, United States

- Built a platform to visualize service-to-service communication for security and data compliance
- Developed a **Scala** backend to parse **10000+** access control list files and store the dependency graph in a distributed database
- Architected a **GraphQL** schema and NoSQL data model for efficiently querying current and historical data
- Designed a **React** frontend with **D3.js** for network graph visualizations

**Software Engineering Intern** Jan 2024 – Apr. 2024  
*Super.com* Toronto, Canada

- Infrastructure security engineer responsible for building, deploying, and monitoring microservice-based application handling **15k+ requests/second**
- Deployed and managed services with AWS, Docker, Kubernetes, Terraform, Helm, Vault, Okta, and Istio
- Designed **Datadog** dashboards to provide overviews of security and fraud prevention metrics
- Lead the deployment of automatic dependency updates for **200** repositories finding **50+ critical**/high risk vulnerabilities

**Co-Founder** May 2023 – Jan 2024  
*Cosine Networks* Waterloo, Canada

- Co-founder of a software-defined networking startup deploying an MVP in the Velocity Digital space in Waterloo
- Managed **two** additional full-time developers following a Scrum framework
- Utilized modern networking protocols including **WireGuard** tunneling for mesh connections and **gRPC** for communications between microservices
- Built a REST API in **Go** using **Redis** for caching and **Postgres** for storage
- Gained valuable understanding of computer networking e.g. OSI model, TCP/IP, routing, OpenFlow, etc.

**Hardware & Firmware Engineering Intern** Jan. 2023 – May 2023  
*Untether AI* Toronto, Canada

- Developed firmware in **C** for an ASIC AI inference accelerator card
- Enabled direct memory access through PCIe and debugged **SystemVerilog** code using **RTL** simulations
- Designed and implemented messaging protocol over **JTAG** for automated chip testing

**Distributed Systems Research Assistant** Sept. 2022 – Jan. 2023  
*University of Waterloo* Waterloo, Canada

- Implemented performance optimizations on an atomic counter data structure that wear-levels persistent memory by spreading read and write operations over multiple memory addresses

**Software Engineering Intern** May 2022 – Aug. 2022  
*Molex* Waterloo, Canada

- Developed a communications stack in **C** to enable remote procedure calls and file transfers over **WebSocket** connections
- Refactored codebase reducing code smells and security hotspots by **>90%**
- Utilized **event-driven architecture** to efficiently update **Vue.js** frontend components in real time

## PROJECTS

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**LendingClub Loan Analysis** [🔗](#) | *Python, Pandas, Seaborn, Statsmodels*

- Analyzed the real-world lending data of **25,000,000+** loan applications for the Citadel Summer Datathon uncovering a statistically significant (**p-value=0.036**) relationship between racial demographics and loan rejection rates

**Blackhole Simulation** [🔗](#) | *C++*

- Implemented a raytracer in C++ with a gravitational lensing approximation to simulate the effects of black holes

**FPGA Neural Network** [🔗](#) | *VHDL, Python*

- Collaborated to design and implement a multilayer perceptron as a digital circuit

**ONPass** [🔗](#) | *TypeScript, React Native, Google Cloud Vision, Firebase, Magnus UI*

- Created a vaccine passport **React Native** application with optical character recognition to pull data from vaccine receipts

**Networking Research**

- Researching the use of formal methods to verify properties of computer networks