# Joel O. Savitz

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| **EDUCATION** | *Bachelor of Science,* Computer Science and Mathematical Sciences |

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*Bachelor of Science,* Computer Science and Mathematical Sciences
University of Massachusetts Lowell, Lowell, MA                    Fall 2020
Honors College, Honors Fellowships, Dean's list                    GPA: 3.99

**SKILLS**

*Languages:* C (standard and GNU), C++ (2011 standard), Python (2 and 3), Bourne shell, Bourne-again shell, x86_64 and x86 assembly language, LaTeX, markdown, GNU Make, exposure to rust, javascript, ruby, GNU autotools
Git, GDB, valgrind, vim, vim plugins, GitHub, GitHub pages, HTML+CSS
*Operating Systems:* Linux, Windows, Unix-like OSs (e.g. macOS).
*Linux Distributions:* Arch, RHEL, Fedora, Ubuntu, ChromeOS.
*Other:* Office Software (Google Drive, MS Office, Libreoffice), effective oral and written communication, tech support, computer hardware, web hosting systems, domain configuration, patience

**EXPERIENCE**

*Software Engineer*                                        January 2022 to Present
*Associate Software Engineer*                    February 2021 to December 2021
*Linux Kernel Engineering Cooperative Internship*        January 2019 to January 2021
Red Hat/IBM, Red Hat Enterprise Linux Core Kernel Team Westford MA
    Developing and debugging Red Hat Enterprise Linux
    Backporting patches from upstream into RHEL
    Contributing to Free and Open Source Software
    Contributing to the Linux Kernel
    SNIA member and contributor to software supporting the Smart Data Accelerator Interface (https://www.snia.org/sdxi)
    Created and run the KDLP program (https://kdlp.underground.software/)
    Created and teach a novel, international university course
    Created and manage development of open source LMS for git patchset submission (https://github.com/underground-software/singularity)

*Developer and Research Assistant*                    November 2017 to December 2018
University of Massachusetts Lowell, Engaging Computing Group research laboratory
    Worked on IoT sensor network project to analyze salinity in groundwater following storm surge
    developed and demonstrated examples of distributed games on IoT devices for educational purposes
    Researched and developed innovations in computer science education
    Co-authored research paper on virtual reality for education, Published at SIGCSE 2019

*Co-Founder and President*                                        April 2016 to Present
TechSimple, Newton MA
    Solving technology problems of those who grew up before the age of computers and smartphones
    See http://techsimple.co for more information
    Not very active since starting full-time engineering work