

Leonardo Franchi

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Education

Tufts University, Medford, MA.
B.A. in Computer Science and Philosophy, cum laude. 2010

Work Experience

Zulip, Inc

Software Engineer

Cambridge, MA
Jan 2013–Present

- Engineer at early-stage startup, involved in all aspects of development.
- Developed, designed, optimized and architected backend Python services and frontend Javascript.
- Built initial Zulip iOS application

Hacker School

Hacker

Brooklyn, NY
Oct 2012–Dec 2012

- Built a networked daemon in Clojure that replicates a SQL database amongst peers.
- Implemented a Software Transactional Memory system in Python for Clojure-Py.
- Contributed to a distributed fault-tolerant Go project for running arbitrary services in a reliable manner.
- Contributed to Droplet, a Clojure DSL implementing the Bloom^L language.
- Developed commutative replicated data types (CRDTs) as well as examples for the droplet project.

Tomahawk Player

Software Developer

Cambridge, MA
June 2010–Present

- Developer of cross-platform open-source social media player Tomahawk.
- Wrote C++, Objective-C, Javascript to provide a seamless music experience that encompasses the web.

KDAB (USA) LLC.

Software Engineer

Cambridge, MA
Sept 2009–December 2012

- Cross-platform C++ development with the Qt framework.
- Developed touch-screen and low-resolution UIs for touch screen and embedded devices.
- Bugfixing and feature development for large and small Windows, OS X, and Linux applications.

Mitsubishi Electric Research Laboratories

Intern, Speech Group

Cambridge, MA
May-August, 2008 & 2009

- Developed Java and C applications for the Android platform.
- Ported speech recognition engine in C to Android with JNI.
- Ported existing Windows-specific code to Linux and ARM/Embedded systems.
- Investigated information retrieval systems and their applications to broad cross-domain speech recognition.
- Generated comparisons of speech recognition backends over word- and particle-based speech synthesis.

Amarok

Software Developer

Medford, MA
June 2005–July 2010

- Developer of leading open-source audio player Amarok for the GNU/Linux and Mac OS X operating systems.
- Developed dynamic graphical user interfaces, scripting interfaces, web service integration, and other features and bugfixes.

Google Summer of Code

Student, Mentor, Administrator

Medford, MA
May 2007–August 2009

- Managed and organized KDE Project's 50 GSoC students and mentors.
- Managed and tracked progress of mentee in the GSoC program. Assisted and guided student's development.
- Designed innovative ways of using SVG-themed applets to visually represent data.
- Extended and adapted a flexible client/server model in order to provide a reliable and reusable system for managing visually appealing applets.

Information Technology, Tufts University

Student RCC

• Dealt with user support as well as troubleshooting, repairing, and restoring of users' systems as a member of the front-line support staff for Tufts University Information Technology.

Medford, MA

August 2007–May 2008

Talks

Akademy 2010

Blurring the Boundaries of Music

• Announcing Tomahawk, a media player designed for our social music day and age.

Tampere, Finland

July, 2010

Camp KDE 2010

Making Your Media Player Intelligent

• Media players have failed to evolve and keep up with new innovation in the music sphere.

San Diego, California

January, 2010

Camp KDE 2009

Integrating libplasma in Desktop Applications

• An account of my experience integrating libplasma in the Amarok media player.

• Pitfalls of using the plasma framework for displaying dynamic content in your standalone application.

Negril, Jamaica

January, 2009

Computer Skills

Proficiency in software development in C++, Python, Clojure, Javascript, Go, Java

Familiarity with Qt, Concurrency, Regular Expressions, Threads, Sockets, SQL, L^AT_EX

Expert user and administrator of GNU/Linux and Mac OS X