

# Trey Del Bonis

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tr3y.io – github.com/delbonis

## Education

**Northeastern University** 2016 - present  
**College of Computer and Information Science**  
Bachelor of Science in Computer Science (expected graduation December 2020)

## Relevant Skills

### Core Skills

- Rust (4 yrs.)
- Linux/Unix (7 yrs.)
- Go (3 yrs.)
- Git (7 yrs.)
- Python (4 yrs.)
- Bitcoin (4 yrs.)

### Other Familiar Technologies

**Languages:** C, C#, Java, x86+MIPS assembler, HTML/CSS, JavaScript, SQL, Lua

**Tools:** Emacs, Docker, NGINX, Apache, MongoDB, Maven, Gradle, Unity3D, Blender

**OSes:** Linux (Debian, Ubuntu, Arch), Android, macOS

**Misc:** Raspberry Pi, Arduino, Cryptocurrencies, REST, embedded electronics

## Work Experience

**Threat Stack, Linux Engineer** 2019

- Developed new auditing agent for AWS Fargate, integrating with existing platform
- Refactored legacy code to improve stability and performance
- Improved test coverage for Linux agent project

**MIT Digital Currency Initiative, Lit Developer** 2018

- Continued development on the Lit project to improve reliability and extensibility
- Retrofitted a vending machine to take Lightning payments of Bitcoin from mobile phones
- Developed alternative Lightning design, "Fulgurite", with focus on reliability and flexibility

## Projects (full list available on website)

**Game of Light (Rust, JS)** 2019 – present

- Multiplayer version of Conway's Game of Life, played in realtime in browser
- Players on teams, edit tiles by sending tiny amounts of Bitcoin via the Lightning network

**Lit (Go, while at DCI)** 2018

- Lightning network implementation facilitating instantaneous Bitcoin payments
- Engine for engaging in discreet log contracts for decentralized futures trading

## Other Interests

**Boston BitDevs** 2019 – present

**NU Hacks, Vice president** 2018

**Boy Scouts of America, Eagle Scout** 2009 – 2016