

Angelo Bellizzi

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SUMMARY

Software Engineer with 3+ years of experience architecting CI/CD pipelines, AWS cloud infrastructure, and containerized deployments serving 500+ developers across numerous programs at various sites.

EDUCATION

Georgia Institute of Technology

Master of Science in Computer Science

Online

Jan. 2024 - Dec. 2026

- Current GPA: 3.6
- Specialization: Computing Systems

Iowa State University

Bachelor of Science in Computer Science

Ames, IA

Aug. 2020 - May 2023

- GPA: 3.87 (Magna Cum Laude)

WORK EXPERIENCE

Northrop Grumman (Secret Clearance)

Software Engineer - DevOps

Rolling Meadows, IL

Jul. 2023 - Present

- Engineered dynamic pipeline agents for GitLab (using AWS EKS) and Jenkins (using AWS EC2s) that automatically scale based on usage, cutting cloud compute costs by **thousands of dollars per month**.
- Designed and maintained a portfolio of **50+ CI/CD pipelines** spanning numerous programs and tech stacks, ensuring reliable and repeatable build/test/deploy workflows.
- **Led on-site troubleshooting and resolution** of customer-impacting integration issues, diagnosed root cause under time pressure, and ensured successful software deployment.
- Automated test infrastructure execution using Ansible and Robot Framework, enabling developers to test changes directly on **real hardware (hardware-in-the-loop)**.
- Designed and deployed containerized applications, OFPs, and development environments using Podman, Kubernetes, Helm, and Terraform in a Red Hat Enterprise Linux (RHEL) environment.
- **Administered AWS infrastructure** (EC2, VPC networking, security groups, IAM roles, firewalls, EKS, and Lambdas) to support development environments and CI/CD workloads.
- Managed AWS costs for a **50+ developer** program, identifying/executing initiatives to optimize spend.
- Improved build processes for **30+ C/C++ projects** using vcpkg and CMake.

Maverick Software Consulting / Thomson Reuters

Software Engineer Intern

Ames, IA

Dec. 2021 - Mar. 2023

- Developed and maintained **500+ Java tests** to ensure processes were functioning according to models.
- Used **SQL** to create hundreds of queries and manage databases in **Oracle SQL Developer**.

PROJECTS

Tea Time Video Game - C#, Unity

May 2025 - Aug. 2025

- Spearheaded the integration efforts to merge all contributions into a cohesive, working game.
- Developed the player character movement, animations, shop/item interactions, and progression logic.

ICPC Website - Typescript, React, MySQL, Node, Express, Prisma, Jest

Jan. 2023 - May 2023

- Developed most of the pages on the frontend and endpoints/service methods in the backend.
- Implemented frontend and backend tests using Jest during the development process.

SKILLS

Languages: C, C++, C#, Python, Bash/Shell, SQL, Java, Javascript, Typescript, HTML, CSS.

Tools & Frameworks: Git, Docker/Podman, Kubernetes, Helm, Terraform, Ansible, CMake, vcpkg, Robot Framework, React, Node.

Others: Linux, Amazon Web Services (AWS), GitHub, GitLab, BitBucket, Jenkins, Jira.