

MICHELE GUASTALLA

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WORK EXPERIENCE

FULL STACK DEVELOPER | VOISEED JULY 2024 – PRESENT

AI voice dubbing and synthetic speech platform — ~20 languages, enterprise clients in fitness and gaming

- Work across the entire stack as one of 3–4 engineers: React and TypeScript front end, GraphQL APIs, Python around the ML voice pipeline, and deployment on AWS with additional workloads on Azure and GCP.
- Owned machine translation end to end: a bring-your-own-credentials integration for clients already using external providers, plus a self-hosted in-house model sold as a paid alternative, billed as metered credits.
- Built client-facing resource management tooling for allocating compute across processing jobs, handling projects that generate thousands of hours of output in a month; now a direct revenue stream.
- Integrated Paddle as merchant of record, opening a B2C sales channel alongside the existing enterprise business.
- Resolved concurrency and race-condition issues in the platform's update handling, eliminating a long-standing source of inconsistent state for users.

FULL STACK ENGINEER | KANTAN AI MAY – AUGUST 2023

Four-month contract between semesters

- Designed and implemented new features in a large PHP, JavaScript and AWS codebase.
- Worked directly with clients and project managers to scope custom solutions, and fixed legacy-code defects that were impacting revenue.

INTERN | KEYWORDS STUDIOS 2016 – 2019

Gap-year placement, then university summers, across the Dublin and Tokyo offices

- Ran localization testing on unreleased titles, handled multilingual customer support, and provided IT support to a 200-person office.

SKILLS

- **Languages:** TypeScript, JavaScript, Python, Java, C, C++, C#, SQL, PHP
- **Web & Backend:** React, GraphQL, Node.js, Angular, REST APIs, MongoDB
- **Cloud & DevOps:** AWS (primary), Azure, GCP, CI/CD, Git
- **Frameworks & Tools:** Unity, Flutter, PyTorch
- **Spoken languages:** English (native), Italian (native), French (intermediate), Japanese (beginner)

EDUCATION

M.S. COMPUTER SCIENCE | UNIVERSITY OF SOUTHERN CALIFORNIA APRIL 2024

- GPA 3.8/4.0 — Coursework: Natural Language Processing, Web Technologies, Analysis of Algorithms

B.S.E. COMPUTER SCIENCE | UNIVERSITY OF MICHIGAN, ANN ARBOR APRIL 2022

- GPA 3.75/4.0 — Summa Cum Laude

RESEARCH & PROJECTS

MACHINE LEARNING & SECURITY RESEARCH 2022 – 2024

- Co-authored "[Application of Large Language Models to DDoS Attack Detection](#)", published in the SmartSP 2023 proceedings (Springer LNICST) with USC faculty and PhD students.
- Further unpublished work on LLM-driven automated spear phishing, and a BERT-based classifier detecting misleading news from headlines and article metadata.

RENDEZVOUS NAVIGATION | FLUTTER, GOOGLE MAPS API 2021

- Built a navigation app prototype that reached the finals of the European GNSS My Galileo Solution competition, earning €15,000 in prize funding ([demo](#)).

GAME DEVELOPMENT | UNITY, C# 2021 – 2022

- Recreated the original Metroid with a new level and mechanics, prototyped at game jams, and [published a title](#) on itch.io with a small team.