Enzo Genovese

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SKILLS

- C++, C#, Python, Javascript, Assembly, Batch, HTML, .NET, SQL, Git, Tensorflow, Golang, Vue
- Operating Systems, Backend & Frontend Development, Software Security, Game/App Development

WORK EXPERIENCE

One Step GPS: Mid-Level *Software Engineer*   01/2025 - Current
- Worked on backend integrations and system maintenance to ensure operations ran smoothly and without bugs.
- Maintained backend systems to ensure reliable access for over **100,000** customers.
- Implemented quality of life improvements to enhance UX.
- Primary developer responsible for all authentication, login, and OAuth-related work across the system.

Swiftrix: *Full-Stack Software Engineer*   03/2024 - Current
- Engineered a backend system that optimized gaming performance for over **15,000** customers' PCs.
- Pioneered a process to optimize AMI motherboard BIOS through NVRAM manipulation at the kernel level compatible with over **98%** of commercial desktops.
- Devised server-side endpoints that securely proxy critical functionalities, maintaining obscured operations while serving data to over **15,000** clients.
- Secured a strategic partnership with Microsoft to launch the app in the open market.

Abyssal Labs: *Backend Developer*   01/2024 - 03/2024
- Developed a consumer-grade software solution optimizing Windows systems for peak performance through kernel-level drivers and registry modifications helping over **1,000** users optimize their PC.
- Implemented a real-time secure authentication system that monitors and mitigates threats effectively.
- Enhanced system reliability under heavy load by integrating AWS Load Balancing with Cloudflare, supporting over **1,000** simultaneous users.

Malwarebytes: *Bug Bounty Hunter*   *12/2023 - 01/2024*
- Researched and reverse-engineered Malwarebytes kernel components to identify vulnerabilities affecting over **35+** million users in the static analysis engine.
- Crafted and reported a POC exploit that enabled malicious code execution with administrator privileges, potentially compromising all Malwarebytes protected systems.
- Developed a POC class library capable of dynamically encrypting and decrypting in-memory functions, enhancing security for over **10 million** Malwarebytes installations through software ICE breakpoints and VEH manipulation.

Lambda Operations: *Software Engineer*   *12/2020 - 11/2021*
- Designed core class systems to protect and obfuscate sensitive functions in a commercial application.
- Engineered an authentication system managing over **5,000** daily user interactions without performance degradation.
- Implemented a live logging system using webhooks and an SSE endpoint, synchronizing updates across **7,000** active users.
- Spearheaded updates to our game SDKs to ensure app reliability and updated functionality.

EDUCATION

Chaminade College Preparatory - High School Diploma   **Graduated 2024**
- **AP Computer Science**
- **AP Computer Science Principles**