

Carmine Potirniche

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EXPERIENCE

Crytica Security

Reno, NV

Software Engineer | Cybersecurity startup

Nov. 2025 – Present

- Architected and developed Crytica’s multi-tenant administration console in JavaScript/PHP with a C backend, centralized authorization, and parameterized SQL; owned requirements, delivery milestones, and release readiness for the console and installer in collaboration with leadership.
- Built a RHEL 9 bootstrap script and installer wizard for deploying the full product across **3–12 servers**; added retries and timeouts and reduced deployment time to **under 5 minutes**.
- Orchestrated **hundreds of AI agents and subagents**, reviewing and integrating their work; validated the product with **100+ automated tests** and black-box end-to-end testing of user input flows.
- Led a C synchronization rewrite across **9+ distributed ledgers**, isolating subprocess failures and reducing synchronization time by **85%**.

PROJECTS

Umbratic | *Private AI Platform*

Mar. 2025 – Present

- Built a private AI platform with an Electron/React desktop app, Rust runtime, and Go gateway supporting local and company-managed models.
- Implemented parallel tool execution, context management, resumable conversations, and permission controls for local and remote tasks.
- Added Qdrant document retrieval with team access controls and tools for working with documents, spreadsheets, presentations, and PDFs.
- Reduced search latency from 15 seconds to **16 ms**, cold starts by **96%**, and idle memory by **88%** during the native rewrite.

UpDrafted | *Athlete Recruiting Platform*

May 2025 – May 2026

- Designed and built Next.js/TypeScript recruiting and administration apps for athlete discovery, verification, messaging, and moderation.
- Designed PostgreSQL/Drizzle models with **14 row-level security policies** and transaction-scoped user context; encrypted stored messages with AES-256-GCM.
- Integrated Stripe subscriptions, signed webhooks, Cloudflare R2 storage, and Docker deployment pipelines with GitHub Actions.

GamePack | *Video Review App*

In development

- Build an offline video review app with React Native/TypeScript, native macOS and Windows playback, and Rust/SQLite storage; synchronize frame annotations, threaded comments, and timeline markers.

EDUCATION

University of Nevada, Reno

Reno, NV

B.S. in Computer Science and Engineering, Minor in Statistics

May 2025

TECHNICAL SKILLS

Languages: TypeScript/JavaScript, Rust, Go, C, C#, Python, SQL, PHP

Full Stack & Systems: React, Next.js, Electron, PostgreSQL, API design, access control, concurrency

AI & Agents: LLM integration, tool calling, RAG, context management, AI-assisted development

Tools & Platforms: Linux, Docker, GitHub Actions, Unity, Qdrant, vLLM, llama.cpp