Vincent Sgherzi

https://vincents.dev
github.com/vaguely-tagged
sgherzivincent@gmail.com

University of California San Diego 2023
Cognitive Neuroscience / Computer Science

Sansay - Jan 2022 - Present

Fullstack Software Engineer

- Creator of the ***Fraud*** project. This project analyzes call traffic in real time and halts fraudulent call activity in sub 500 millisecond timing using statistical analysis.
- Creator of the ***Customer Portal*** project. This project serves as a gateway for customers to purchase our services and a mechanism to automatically orchestrate deployment.
- Creator of the ***Identity Header*** Project. This project provides a way for users to troubleshoot stir shaken issues by breaking down and verifying a call header signature.
- Introduced Rust as a high performance alternative to C for high speed rate matching and certificate signing

Product Manager

- Managed and taught a class of 6 interns through an AI knowledge base project and packet capture analytics project.

Developer Operations

- Created both Generic and Gold disk images for newer projects.
- Developed an automated pipeline to deploy our code on cloud platforms securely.

Cybersecurity

- Instrumented plans to mandate Software Bill of Materials (SBOMS) for new code.
- Wrote software to detect and remove exploits from NPM supply chain attacks.
- Hardened and preformed penetration testing against existing production deployments.

Fanjuju - Jul 2025 - Present

Backend Software Engineer

- Created an api in rust to aggregate player stats in real time across multiple NFL leagues with sub 100 millisecond precision.

Trilogy Education - Jan 2020 - May 2021

Cybersecurity T.A.

- Served as an assistant for professionals looking to switch careers into cybersecurity.
- Assisted in content development for lecture slides and exercises related to networking, OS systems basic programming, and common attack vectors.

Open Source

Blog - I write articles related to topics that interest me such as reverse engineering the youtube API and discussing supply chain security.
LTBL - A program to control the brightness of an Apple Studio Display from windows.
Ladybird Browser - Submitted patches to fix logic in SVG rendering

Languages

Rust, NodeJS, HTML, CSS, C