

Anthony Palumbo

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Education

B.S. Software Engineering

Rochester, NY

Rochester Institute of Technology

Aug. 2015 - Present

- Minor in Computer Science, GPA 3.35 / 4.00
- Coursework includes Object-Oriented design patterns, process and project management, web development, and the mechanics of programming.

Experience

Amazon

Boston, MA

Software Development Engineer Intern

May 2017 - Dec. 2017

- Worked with Search Knowledge, the team responsible for providing additional information about products
- Developed several packages for a machine learning project focused on data extraction
- Parallelized code for use with Apache Spark to reduce runtime
- Used Elasticsearch to create a scalable system for storing structured information in a search index
- Used Apache MXNet to create word embeddings from unstructured text
- Unit tested code and conducted code reviews with other full-time engineers
- Followed Scrum methodology with two week sprints, stand ups, and issue tracking software similar to Jira

Rochester Institute of Technology - Future Photon Initiative

Rochester, NY

Lab Programming Assistant

Jan. 2018 - Current

- Responsible for assisting with the development of an engineering verification test system for testing experimental hardware devices.
- Lab activities include general engineering, installing various hardware and software on lab components, and task documentation.

Rochester Institute of Technology - Department of Computer Science

Rochester, NY

Student Lab Instructor

Aug. 2016 - Dec. 2016

- Assisted students in Computer Science 1 with weekly lab assignments, graded labs, projects, and exam practicals
- Tutored students with CS assignments in the CS tutoring center

Projects

Library Book Management System - <https://git.io/v7Bc5>

- Project for Engineering of Software Subsystems class focused on using design patterns with OOP.
- Implemented in Java as a desktop application for a library to manage owned books and purchases.
- Team consisted of five members with two releases of the project and a final design report.
- Features the use of the Google Books API to simulate new book purchases.
- Uses serialization to store data between system startups.

Sudoku Solver - <https://git.io/vbhby>

- Personal project that uses a brute force backtracking algorithm to solve a sudoku puzzle.
- Implemented in C++ as a command line program that takes an input file to read in the initial puzzle.
- Run time takes less than a second on most machines without adding a compiler optimization option.

Personal Website - <https://www.anthonyjpalumbo.net>

- Personal website coded in basic HTML, CSS, and JavaScript, hosted using GitHub Pages.
- Contains information about projects I have completed or worked on.

Skills

Proficient Languages Java, C, Python

Beginner Languages HTML, CSS, Ruby, SQLite, C++, JavaScript, Latex

Tools/Frameworks Git, Django, UML, PyCharm, IntelliJ, Vim, Stanford NLP, Elasticsearch, Apache Spark, Apache MXNet, Scikit-learn, AWS

Other Machine Learning, Deep Learning, Natural Language Processing, Continuous Delivery, Object-Orientation, Graphical User Interfaces, Multithreading, Web Services, Unix, JSON, Serialization

Awards

Eagle Scout

July 2015

Boy Scouts of America

- Highest rank in scouting that must be achieved before the scout's 18th birthday.
- Developed and managed a service project to gain leadership skills for a non-profit organization.
- Achieved various merit badges from Hiking to Computers and served as a Patrol Leader for Troop 203.