

# Anthony Palumbo

## Software Engineering Student

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in AnthonyJPalumbo    🔗 APalumbo97

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### Employment

#### **Amazon, Software Development Engineer Intern**

Boston, MA, May 2017 - Present

- Worked with Search Knowledge, the team responsible for providing additional information about products
- Developed and deployed production ready code for a machine learning project focused on data extraction
- Created a scalable system using AWS, Elasticsearch, and Apache Spark
- 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, Student Lab Instructor**

Rochester, NY, Aug 2016 - Dec 2016

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

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### Education

#### **B.S. Software Engineering - Rochester Institute of Technology**

Rochester, NY

- Degree anticipated May 2020
- Minor in Computer Science, GPA 3.35 / 4.00

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### 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.

#### **HealthNet - Web Application**

- Project for introductory Software Engineering class completed in a group of four.
- Implemented as a Django website allowing hospitals to interact with their doctors, nurses, and patients.
- Employees can schedule appointments, manage medical documents, monitor prescriptions, etc.
- Two main releases throughout a semester with usability testing from other teams.

#### **Sudoku Solver - <https://github.com/APalumbo97/Sudoku-Solver>**

- 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 - [www.anthonyjpalumbo.net](http://www.anthonyjpalumbo.net)**

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

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### Awards

#### **Eagle Scout, 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.

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### Skills

**Proficient Languages:** Java, C, Python

**Beginner/Intermediate Languages:** HTML/CSS, Ruby, SQLite, C++, JavaScript

**Programming Concepts:** Machine Learning, Object-Oriented, Procedural Programming, Graphical User Interfaces, Unix, Multithreading, Web services, Natural Language Processing, JSON Serialization

**Tools used:** Git, Django, Scikit Learn, UML, SVN, PyCharm, IntelliJ, Vim, Apache Spark, Stanford NLP, Gson, Elasticsearch