

Anthony Palumbo

Software Engineering Student

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Employment

Amazon, *Software Development Engineer Intern*, Boston, MA

May 2017 - Current

- Worked with Search Knowledge, the team responsible for providing additional information about products on Amazon.com
- Developed and deployed production ready code for a machine learning project focused on data extraction
- Created a scalable system using AWS and ElasticSearch
- Unit tested code and conducted code reviews with other 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 one section of Computer Science 1 with weekly lab assignments and tutored in the CS tutoring center
- Graded labs, projects, and exam practicals for Computer Science 1

Education

B.S. Software Engineering - Rochester Institute of Technology - Rochester, NY

Degree anticipated May 2020

Minor in Computer Science, GPA 3.35 / 4.00

Projects

Library Book Management System - <https://github.com/ajp1925/Library-Book-Management-System>

- Project for Engineering of Software Subsystems class focused on using design patterns with object orientation.
- Implemented in Java with JavaFX as a desktop application that a library could use to manage their members, employees, and books.
- Team consisted of five members with two releases of the project, a design report was submitted with each release.
- Features the use of the Google Books API to simulate new book purchases as well as serialization to store data between system startups.

HealthNet - Web Application

- Project for introductory Software Engineering class completed in a group of four.
- Implemented in Python, using the Django web framework, allowing hospitals to interact with their doctors, nurses, and patients.
- Employees can schedule appointments, manage medical documents, monitor prescriptions, etc.
- Two main releases and one beta release throughout a semester, including usability testing with other students.

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 state of the puzzle.
- Run time takes less than a second on most machines without adding a compiler optimization option.

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 in Liverpool, NY.

Skills

Proficient Languages: Java, C, Python

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

Programming Concepts: Machine Learning, Object-Orientation, 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