

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
- Developed and deployed production ready code 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
- 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
- Graded labs, projects, and exam practicals for Computer Science 1
- Tutored students with CS assignments in the CS tutoring center

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://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://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

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

Skills

Proficient Languages: Java, C, Python

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

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

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

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.