Anthony Palumbo Software Development Engineer

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Employment

Amazon.com, *Software Development Engineer Intern*, Boston, MA May 2017 - Current
-Worked with the Search Knowledge team, the group that provides additional information about products on Amazon.com
-Developed and deployed production ready code for a machine learning project focused on data mining
-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

Bachelor of Science in Software Engineering
Rochester Institute of Technology, Rochester, NY
-Degree anticipated May 2020 with a minor in Computer Science, cumulative GPA: 3.35 / 4.00
-Coursework includes introductory Computer Science classes, Mechanics of Programming, Discrete Math, Engineering of Software Subsystems, Software Process and Project Management, Computer Science Theory, Calculus, University Physics, Applied Statistics, Communication, etc.

Projects

Eight Queens Backtracker: https://github.com/APalumbo97/Queens-Backtracker
-Personal project completed using Java to solve the 'n' queens problem.
-Eight queens are placed on a chess board such that none of the queens are in danger of being attacked.
-Designed to work with a GUI using JavaFX and incorporates backtracking to find a possible solution.

HealthNet
- Project for introductory Software Engineering class.
- Implemented in Python using the Django web framework for Hospitals to interact with their doctors, nurses, and patients.
- Employees could schedule appointments, manage medical documents, monitor prescriptions, etc.
- Team consisted of 4 members with 2 main releases and 1 beta release.

Library Book Management System: http://github.com/ajp1925/Library-Book-Management-System
- Project for Engineering of Software Subsystems class focused on using design patterns.
- Implemented in Java with JavaFX as a desktop application that a library could use to manage their members, employees, and books.
- Team consisted of 5 members with 2 releases of the project.
- Features the use of the Google Books API to simulate new book purchases as well as Serialization to store data between system startups.

Awards

Eagle Rank, *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

Languages used: Java, C, Python, HTML, CSS, Ruby, SQLite, C++
Development Skills: Machine Learning, Object-Oriented Design Patterns, Procedural Programming, Graphical User Interfaces, UML Modeling, Unix, Django, Multithreading
IDEs/Text Editors Used: Vim, Intellij, Eclipse, PyCharm, Atom, Notepad++, Sublime
Version Control Systems: Git, Tortoise SVN, GitHub