Phoebe Scaccia

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SUMMARY

Software engineer with a strong track record of delivering customized software solutions to meet complex business requirements. Skilled in solving client challenges quickly and accurately, and passionate about learning new skills.

WORK EXPERIENCE

Associate Consultant II. Liferay, Diamond Bar, CA June 2023 – Present

- Completed 28 backend feature tickets using Java and REST APIs while shadowing a tech lead
- Parallelized a sequential process to cut import time of over 2,000 users and 200,000 accounts from days to hours
- Tested a time-consuming Liferay version upgrade process and compiled a reference guide that streamlined live upgrade deployment effort
- Played a key role in team completing a custom solution for a Fortune 500 manufacturing company five days ahead of schedule

Software Engineering Intern. Liferay, Diamond Bar, CA May 2022 – August 2022

- Collaborated with a team of five developers to build a client's internal portal using Java, MySQL, and Elasticsearch
- Completed 32 tickets over one month as a full-stack developer for 90% billable time
- Implemented and demoed two full features for a Fortune 100 client
- Wrote and presented a Confluence article to tech lead on cron job synchronization strategies
- Onboarded fellow intern onto the project over three days

Undergraduate Researcher. Zhu Group Soft Robotics with AzoLCEs Project, Houston, TX May 2021 – May 2022

- Designed and trained kinematics models for a soft robot using the Keras machine learning library
- Created Python program to automatically build and test inverse kinematics models with robot calibration data
- Analyzed 5,000 data points containing positional and intensity data to contextualize the models' outputs

PROJECTS

Classifying Type I and Type II Supernovae Photometrically April 2023 – May 2023

- Reduced 39 images of nine different supernovae taken with the 0.8 meter telescope at McDonald Observatory in three filters using the IRAF CCDRED and Images packages
- Obtained photometric data on the supernovae using the IRAF phot program on the resulting 27 reduced images
- Performed statistical analysis to determine grouping statistical significance and sky value reduction errors

Simulating the Kirkwood Gaps December 2022

- Built an N-body simulation of the solar system using the Model-View-Controller design pattern in Java
- Ran the simulation with 3,003 particles over 10 hours to simulate 3.5 million years of gravity-driven evolution

Baldur's Ballers at HackRice 12 September 2022

- Won second place in the Chevron challenge out of 112 hackathon participants
- Coordinated a team of three to design a scheduling algorithm to connect employees and work tickets
- Implemented a SQL Server database, Java connector, and REST API hosted on an HTTP Server

Snack Rice at HackRice 11 September 2021

- Won the Major League Hacking Twilio and Domain.com challenges out of 245 hackathon participants
- Partnered with a team of four to implement a servery review and recommendation system in Python
- Designed the hosted website using HTML, CSS, and Adobe Illustrator

EDUCATION

Rice University, Houston, TX May 2023

Bachelor of Arts in Astronomy and Computer Science GPA: 3.61

SKILLS

Programming Languages

Advanced: C, Java, Python 3. *Proficient:* Bash, CSS, HTML, SQL. *Familiar:* C++, JavaScript, MATLAB, R.

Software, Tools, and Frameworks

Advanced: Agile, Git, Liferay, OSGi. *Proficient:* Gradle, IRAF, Linux. *Familiar:* AWS, GIS, Hadoop, Spark, TensorFlow.