



# CALEB VACCARO

.NET Engineer

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## WORK EXPERIENCE

### .NET BACKEND ENGINEER

Sculptor Captial/Infotron Solutions | Apr 2024 - Current

- Developed Autosys automated jobs and SQL stored procedures for recon reports, automating investment validation across trading platforms.
- Converted deprecated systems into .NET microservices, accurately pricing multi-million dollar investments.
- Migrated millions of records to a new server by optimizing SQL Server stored procedures and table relationships.

### .NET SDK ENGINEER

CyberSurfer, LLC | Apr 2023 - Apr 2024

- Developed .NET SDK service layer enabling mobile devices to serve as motion control game controllers via UDP.
- Built REST API using Azure CosmosDB and Functions for hundreds of concurrent users; created CI/CD pipelines with Azure DevOps, reducing deployment times by 80%.
- Open-sourced an SDK for dynamic video game difficulty adjustment using ML.NET and Hyperate API.

### .NET BACKEND ENGINEER

First Republic Bank | Jul 2022 - Apr 2023

- Upgraded ASP .NET core abstraction layer from .NET 5 to .NET 6, impacting \$17.5 billion in private wealth assets.
- Implemented REST API with AWS, reducing manual data entry time by 45% and decreasing data errors.
- Enhanced backend testing suite, improving API security by 66%; monitored applications with Jenkins, New Relic, and Splunk.

### .NET ENGINEER

RIT Behavioral Health Clinic | Feb 2019 - Jul 2022

- Led development of a Unity3D therapy service across five clinics, reducing API costs by 50% using Azure CosmosDB and Functions.
- Utilized Unity3D addressables and Azure Storage, reducing build size by 80%; built CI/CD pipelines achieving 98% uptime.

### SOFTWARE ENGINEER INTERN

Cycling Sports Group | May 2018 - Jan 2019

- Automated client database ingest through a custom WPF service, boosting database efficiency for client applications in PLC and HMI product development.
- Remotely resolved issues on 200+ global dynamic fit units using tools like TeamViewer and command-line operations.

## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY

B.S. Game Design and Development | Aug 2016 - May 2021

- Led a team 6 to manufacture the first VR hoverboard physical apparatus using Unity, Python, and off-the-shelf components, resulting in \$11,200 in early-stage investment.

## PROGRAMMING LANGUAGES

C#	C++	Python	SQL	MySQL	NoSQL	PostgreSQL	React	YAML
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## TECHNOLOGIES

.NET	ASP .NET	ML .NET	Microsoft Entra ID	Microsoft Azure	SQL Server	AWS	
Docker	Jenkins	TeamCity	Github Actions	Unity	UDP	I2C	Vercel