



# CALEB VACCARO

.NET Engineer

Rochester, New York | calebvaccaro.com | calebvbusiness@gmail.com | 716-867-8057

## WORK EXPERIENCE

### .NET/UNITY ENGINEER

CyberSurfer, LLC | Apr 2023 - Current

- Built the first motion-control SDK turning player's mobile device into a game controller.
- Released Spacebar VR a full-scale room experience, leading prototyping and production deployment to itch.io, SideQuest, and Meta AppLab.
- Open-Sourced an SDK for dynamic video game difficulty adjustment, utilizing ML.NET and Hyperate API to regulate challenges based on player heart rate.
- Created automated CI/CD pipelines to deploy Unity, iOS, Android, and React applications.
- Leveraged .NET frameworks to benchmark and validate app services across multiple mobile devices.
- Led 5 small-sized teams to deliver key project milestones, impacting hundreds of live users.

### SENIOR BACKEND ENGINEER

First Republic Bank | Jul 2022 - Apr 2023

- Overhauled core transaction layers from .NET 5 to .NET 6 impacting 17.5 billion dollars in private wealth assets.
- Refined backend service testing suite for Account and Transactions teams, increasing API security
- Managed health status of applications using Jenkins, New Relic and Splunk to resolve consumer downtime.

### SOFTWARE ENGINEER

RIT Behavioral Health Clinic | Feb 2019 - Jul 2022

- Created a Unity3D therapy service providing drug abuse and anger management to five clinics in the Tri-State.
- Utilized Unity3D addressables to load audio assets into therapy service reducing build size.
- Orchestrated HIPAA-compliant backend services for patient accounts, and application assets using Azure
- Built CI/CD pipelines for all clinic applications using Azure DevOps, deploying to iOS, Android, through TestFlight and Android Studio

### SOFTWARE ENGINEER INTERN

Cycling Sports Group | May 2018 - Jan 2019

- Increased database ingest for client applications by automating new client requests through a custom built WPF service.
- Remotely resolved issues on 200+ dynamic fit units globally using TeamViewer and command-line operations.

## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY

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

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

## PROGRAMMING LANGUAGES

C#	C/C++	Python	SQL	NoSQL	PostgreSQL	React	HTML/CSS	YAML
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## TECHNOLOGIES

.NET	ASP .NET	Blazor	Azure AD/DevOps/Cosmos DB		Docker	Jenkins	Unity
XCode	TestFlight	Android Studio	TCP/UDP	OpenCV	PLC/HMI	I2C	ML