# CALEB VACCARO

.NET Engineer

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## WORK EXPERIENCE

### LEAD .NET ENGINEER

CyberSurfer, LLC | Apr 2023 - Current

- Built the first motion-control .NET SDK turning player's mobile device into a game controller.
- Created automated CI/CD pipelines to deploy Unity, iOS, Android, and React applications leading to 80% decrease in SDK deployment timelines
- Leveraged .NET frameworks to benchmark and validate app services across multiple mobile devices
- Open-Sourced an SDK for dynamic video game difficulty adjustment, utilizing ML.NET and Hyperate API to regulate challenges based on player heart rate.
- 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.
- Implemented a C# API with Microsoft Dynamics 365 Finance, leading to a 30% reduction in manual data entry time for financial invoices and decrease in data errors.
- Refined backend service testing suite for Account and Transactions teams, resulting in a 66% increase in API security.
- Managed health status of applications using Jenkins, New Relic and Splunk to resolve consumer downtime.

### .NET 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 leading to 50% decrease in API costs
- 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

- 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

- Lead 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 | NoSQL | PostgreSQL | React | HTML/CSS | YAML

## TECHNOLOGIES

.NET | ASP .NET | Azure AD/DevOps/Cosmos DB | Microsoft Dynamics 365 | Docker | Jenkins | Unity | XCode | Android Studio | TCP/UDP | PLC/HMI | I2C