CV

CALEB VACCARO

.NET Build Engineer

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WORK EXPERIENCE

BUILD ENGINEER

CyberSurfer, LLC | Apr 2023 - Current

- Built the first motion-control SDK turning player's mobile device into a game controller.
- Created an automated CI/CD pipeline to deploy applications to iOS and Android.
- Leveraged .NET frameworks to benchmark and validate app services across multiple mobile devices.
- Developed a fluid player controller amplifying user's physical movement.
- Led 5 small-sized teams to deliver key project milestones, impacting hundreds of live users.

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 actively detect and 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 addressables to load audio assets into therapy service reducing build size.
- Orchestrated HIPAA-compliant Azure backend services for patient accounts, and application assets
- Built CI/CD pipelines for all clinic applications using Azure DevOps, deploying to iOS, Android, and WebGL platforms.

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 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	JavaScript	SQL	NoSQL	PostgresQL	YAML
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TECHNOLOGIES

Unity	.NET	Azure	XCode	Android Studio	Docker	Jenkins	Github Actions
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