



CALEB VACCARO

.NET Developer

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PROGRAMMING LANGUAGES

C#	C/C++	Python	JavaScript	HTML/CSS	SQL	NoSQL	PostgreSQL
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TECHNOLOGIES

.NET Core/Framework	ASP .NET	Azure AD/Cosmos DB/Functions	AWS	Docker	Unity
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WORK EXPERIENCE

FOUNDER & DEVELOPER

CyberSurfer, LLC | Apr 2023 - Current

- Built the first low-latency motion-control SDK turning player's mobile device into a game controller using .NET Core and UDP.
- Created Azure backend services for player accounts, game assets, and web services.
- Responsible for product releases, code reviews, and technical documentation for teams.
- Led over 5 agile teams to deliver key project milestones and impact 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 assets
- Refined backend services 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.

LEAD SOFTWARE ENGINEER

RIT Behavioral Health Clinic | Feb 2019 - Jul 2022

- Created RITCh, a Unity3D therapy service impacting five clinics in the Tri-State.
- Orchestrated HIPAA-compliant Azure backend services for patient accounts, and application assets
- Reduced API costs by half, analyzing benchmarks and integration tests
- Built CI/CD pipelines using Azure DevOps, deploying to iOS, Android, and WebGL platforms.
- Led over 8 artists and programmers to deliver product releases based on clinician, app store, and regulatory requests.

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 .NET/WPF service.
- Remotely resolved issues on 200+ dynamic fit units globally using TeamViewer and command-line operations.

PROJECTS

ADAPTIVE BPM

- Built an ML .NET SDK to create dynamic video-game difficulty using player's heart rate.
- Distributed project to RIT Fitness Center for clinical testing.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

B.S. Game Design and Development | Aug 2016 - Jan 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.