

Claudio Sciotto

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Education

B.S. in Computer Science - University of Florida, Gainesville, FL

May 2025

Minor: Digital Arts & Sciences

GPA: 3.96

Involvement: The Society of PC Building (SPCB), Society of Hispanic Professional Engineers (SHPE), Open Source Club (OSC)

Experience & Leadership

Samsung Austin Semiconductor

May 2024 – Aug 2024

Software Engineer Intern (Python, JavaScript, CSS, Vue, Streamlit, Pandas, FastAPI)

- Spearheaded a **Streamlit** monitoring dashboard initiative across 3 cross-functional teams, accelerating machine response time by **40%** through automated trend analysis.
- Processed **300K+ rows** of training data to create automated weekly reports, cutting report generation time from **4 hours to 15 minutes** each week, saving supervisors valuable time.
- Increased training completion rates by **20%** through an automated reminder system, impacting **500+** employees
- Automated supervisor reporting system, reducing manual data entry by **8 hours** per week.
- Identified and fixed security vulnerabilities by conducting **black and white box penetration testing** on internal apps.

The Society of PC Building

Jan. 2024 - Present

Project Lead, Full-Stack Developer & Mentor [Website](#)

- Orchestrated development for the flagship website, leading **bi-weekly sprints** for **3 developers and a design team** while establishing project architecture and workflows.
- Engineered complete **Firestore backend** infrastructure, designing the entire **database** schema and implementing **RESTful API** operations, admin authentication, and dynamic routing across a **Next.js/TypeScript** platform.
- Designed and implemented a responsive landing page with modern **UI/UX principles**, featuring fluid animations, **mobile-first** design patterns, and intuitive navigation

Event Organizer

Aug. 2022 – Dec. 2023

- **Organized and led General Body Meetings (GBMs) with over 200 attendees**, boosting SPCB's campus presence.
- Secured **\$34,000** per semester in funding through strategic technical proposals to the Student Government body.
- Pioneered member engagement, expanding membership by **216% (300 to 1000)** through enhanced digital presence.

Projects

Hudle.io – Full Stack Game Platform (Next.js, React, TypeScript, Firebase, Tailwind, Vercel) [Website](#)

2025

- Architected and deployed a scalable full-stack platform with **Next.js** and **Firestore**, implementing real-time game state management, user authentication, and dynamic routing that can handle **1000+ concurrent users**.
- Engineered database architecture using **Firestore** for real-time game sessions and **REST API** to interact with it, with optimized caching strategies and cloud functions to handle concurrent users and daily challenges.
- Built a dynamic game creation system supporting multiple game modes (word guessing, image matching, progressive reveal, quote guessing) using **React components** and **TypeScript**, with **responsive UI** design using **TailwindCSS**.

Split Mate: Roommate Expense Splitting App (Next.js, React, Typescript, SQL, Vercel) [Website](#) | [GitHub](#)

2024

- Collaborated with a team of **5 developers** to build a webapp for roommate expense management using **Next.js**, **React**, and **TypeScript**, featuring selective expense splitting, and seamless payment integration.
- Engineered a relational database with **Supabase** and **PostgreSQL** to handle **RESTful** operations for groups using **RESTful** operations, expenses, and payment logs, ensuring consistent, scalable data integrity.
- Designed and implemented core functionalities enabling users to create groups, add members, and record shared expenses, optimizing financial management workflows for multiple users.

Technical Skills & Certificates

Tech Skills: React, Java, C++, Python, HTML, CSS, JavaScript (jQuery & Typescript), Next.js, SQL, noSQL, REST, Node.js, PHP, Git.

Certificates: AWS Certification Cloud Practitioner, AI Fundamentals and Applications @ UF

Languages: English & Spanish.