Scott Perretta

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Work Experience

May 2017 - Aug 2017

Rally Health, Software Engineering Intern

- Developed backend services in a microservice architecture using Scala.
- Built a service that checks API compatibility across a microservice ecosystem with Sangria GraphQL.
- Developed multivariate tests for UX features in production and stored user behavior for test variants using PostgreSQL.
- Designed a RESTful API to assign users to a variant group for each multivariate test, and maintain a consistent UX.

Feb 2016 - May 2017

Acuity Brands, Software Engineering Intern

- Developed, optimized, and maintained plugins and a large scale web app using Typescript and C#.net.
- Built a web app where users plot the location and interact with devices for networks of over 30000 devices.
- Implemented password encryption to enhance security using the BCrypt hashing algorithm.
- Designed UI components with a MVC architecture with Mithril.js.

Oct 2015 - Feb 2016

Independent Software, Software Engineering Apprentice

- Built a geolocation web app with the MeteorJS framework and MongoDB.
- Acted as scrum master of a four-member software development team for a local startup venture.
- Trained in Agile methodology, software development, and technical communication.

Education

Dec 2017

Central Connecticut State University

- Pursuing B.S. in Computer Science with a minor in Mathematics
- Overall GPA: 3.70, Major GPA: 3.73
- Undergraduate Coursework: Big Data, Algorithms, Software Engineering, Data Structures, Database Concepts, Design Patterns, Digital Systems Design

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Technical Projects

Capstone Project - Aetna On-call Scheduling

- Worked in a five-member team of software engineers to build an on-call scheduling web app with Aetna.
- Focused on full stack development using AngularJS on the frontend and C# EF Core on the backend.

A* Pathfinding *(https://git.io/vQXjV)*

- Built a game environment using Java, with an implementation of the A* graph search algorithm to find the most efficient traversal path between two unrestricted nodes.
- Built a tilemap framework designed for simple map creation and modification.

Languages & Technologies

- Scala, Java, JavaScript, Typescript, HTML5, CSS3, C#.NET, MySQL, MongoDB
- Git, AngularJS, MeteorJS, IntelliJ, Visual Studio, Gulp, NCrunch

References available upon request.