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SCOTT PERRETTA
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EMPLOYMENT

Software Engineer, Intern	Acuity Brands	Feb 2016 - Dec 2016
<ul style="list-style-type: none">• Worked as a full stack developer on optimizing and sustaining plugins and a large scale web application.• Reduced map entity modification process runtime by 80%.• Implemented password encryption to enhance security using the BCrypt hashing algorithm.• Converted existing UI components to an MVC architecture using Mithril.• Trained new hires in company processes and software.		
Senior Apprentice	Independent Software	Feb 2016 - Jun 2016
<ul style="list-style-type: none">• Mentored apprentices through the duration of the Spring 2016 Apprentice 100 cohort.• Provided lectures for apprentices to learn about MongoDB and NoSQL databases.• Trained apprentices on technologies such as JavaScript, Meteor, Git, HTML5, and CSS3.		
Software Engineer, Apprentice	Apprentice 100 Cohort	Oct 2015 - Feb 2016
<ul style="list-style-type: none">• Acted as scrum master of a 4-man software development team for a local startup venture.• Development work spanning the software development lifecycle, was supplemented by targeted training in Agile process, full-stack programming, UI/UX, and technical communication.• Built software applications using the Meteor JS platform and presented them to local tech companies.		

EDUCATION

New Britain, CT	Central Connecticut State University	Aug 2014 - Dec 2017
<ul style="list-style-type: none">• Pursuing B.S. in Computer Science. Minors: Management, Mathematics• Undergraduate Coursework: Software Engineering, Computer Organization and Assembly Language Programming, Database Concepts, Design Patterns, Digital Systems Design, Discrete Mathematics, Linear Algebra• Honors/Awards: Dean's List (Fall 2014 - Current), Golden Key International Honour Society Member, Alpha Lambda Delta Honor Society Member		

TECHNICAL EXPERIENCE & PROJECTS

- A* Pathfinding Game (Java)**
- Game environment 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.
- Calendar+ (JavaScript, MeteorJS, MongoDB, HTML/CSS)**
- Dynamic time-management meteor based web application that allows users to quickly and easily create and manage their calendar.
 - Implemented dynamic event modification using the FullCalendar jQuery plugin.

SKILLS

Languages

- Front-end: JavaScript, CoffeeScript, HTML5, CSS3
- Back-end: Java, C#.NET, C, MongoDB

Technologies

- Git, JIRA, Phabricator, Visual Studios, IntelliJ, Meteor, Gulp, NCrunch

References available upon request.