Dominick Gurnari

SOFTWARE DEVELOPMENT ENGINEER

400 Boren Ave N. Seattle, Washington 98109

☐ (+1) 570-991-8160 | ✉ dominickgurnari@gmail.com | ⬡ dag157 | 🔗 dominick-gurnari

Work Experience

Scale AI   *San Francisco, California*
SOFTWARE ENGINEER | SCALE CATALOG   *Jul. 2021 - Present*
- Launched and developed infrastructure and an operations platform for product enrichment of over 10000 unique merchants in order to win a multi-million dollar contract in 10 weeks.
- Organized, planned and delegated tasks to 3 engineers in order to construct a universal e-commerce API for our clients.

SOFTWARE ENGINEER | OPERATIONS   *Mar. 2021 - Jul. 2021*
- Gathered and led a team of 5 associates to brainstorm, design, build and roll out an on-boarding system to improve the percentage of new users to remain on our platform after a month from 4% to 7.5%, enabling higher capacity for labeling.
- Identified, built and rolled out a scalable solution for patching our quality control, saving more than $400k quarterly by eliminating egregious spending.
- Built and deployed a system for automating our payouts for workers, using 30 day historical data to change pay according to a target hourly rate in order to mitigate misconfigurations, saving 15% on overall payouts weekly, totaling $800k quarterly.

Amazon Web Services (AWS)   *Seattle, Washington*
SOFTWARE DEVELOPMENT ENGINEER | AWS QUICKSIGHT   *May. 2020 - Feb. 2021*
- Built and rolled out multiple features with React, Redux, Spring and DynamoDB, while designing high-scale architecture to support thousands of accounts.
- Led discussions with core leadership, including principal engineers, director of engineering, head designer and lead project manager to present new features and articulate product vision.

Carnegie Mellon University | Software Engineering Institute   *Pittsburgh, Pennsylvania*
RESEARCH AND DEVELOPMENT INTERN   *Sep. 2018 - Dec. 2019*
- Explored anomaly and intrusion detection on new robotics platforms and robotics middleware (such as ROS 2) via novel methods such as inverse reinforcement learning for deployment of autonomous vehicles.
- Developed and implemented extended functionality using CMake in NS-3, an Open Source Discrete Network Simulator, to model high density networks with supersonic objects.

Education

University of Pittsburgh   *Pittsburgh, Pennsylvania*
B.S. IN COMPUTER SCIENCE   *Aug. 2016 - Dec. 2019*

Projects

The Zoom Hub   *Seattle, Washington*
TECHNOLOGIES USED: JAVASCRIPT, REACT, NODE.JS, POSTGRESQL, HEROKU   *Jun. 2020*
- Built a social platform that accumulates online events for creators and participants, which attracted over 300 sign ups for the beta launch.
- Created an internal tool to parse and organize events submitted by users for ease of submission and enhanced user experience.

Leadership

SteelHacks | University of Pittsburgh's Hackathon   *Pittsburgh, Pennsylvania*
CODIRECTOR   *Jan. 2019 - Feb. 2020*
- Partnered with faculty, staff and other students to host a 24 hour, Major League Hacking event with over 250 participants from multiple universities 2 years in a row.
- Received sponsorship from more than a dozen companies in order to raise over $15,000 to arrange the event.

Skills

SUMMARY
- Languages: Python, Java, JavaScript, C, C++, SQL
- Frameworks: React, Redux, Angular, Node.js, Flask, ROS (Robot operating system)
- Tools: AWS, Docker, Git, MongoDB, PostgreSQL, MySQL
- Other: Data structures, Algorithms, Distributed systems, Engineering best practices, Unit testing