Dylan **DiGeronimo**

SOFTWARE ENGINEER

Montville, New Jersey

✉ dylandigeronimo1@gmail.com | ⌂ ddigeronimo.github.io | ⬤ ddigeronimo | ▯ dylandigeronimo

Summary

I am a naturally curious problem-solver who is always eager to learn a new skill, dive into a new language or framework, or tackle a challenging issue. I have a passion for working in the intersection of technology and the arts, learning unique and novel tools and languages, and building reliable, performant, and well-documented software. I am experienced with Agile methodologies and crossing business lines to deliver high-quality tools for educators and students alike.

Skills

Programming	Java, JavaScript, Python, SCSS, Rust, Haskell, Erlang, OCaml
Frameworks/Web	Adobe Experience Manager, Spring Boot, AngularJS, Flask, Node, Express, React
Tools and Systems	MySQL, MongoDB, Unix, Git, AWS EC2, Ansible, JUnit
Soft Skills	Agile Methodologies, Task Creation and Estimation, Documentation and Technical Writing

Education

Stevens Institute of Technology   *Hoboken, NJ*

B.S. IN COMPUTER SCIENCE WITH HONOR   *Aug. 2016 - May. 2020*

- Honors: Dean's List, Presidential Scholar, Pinnacle Scholar, Center for Healthcare Innovation Scholar
- Free Ebook Foundation - Volunteer Developer, Project Manager
- Castle Point Radio - General Manager, Programming Manager, Systems Administrator

Work Experience

Scholastic, Inc.   *New York, NY*

STAFF SOFTWARE ENGINEER   *Oct. 2021 - Present*

- Implemented an end to end solution to allow users to revisit their recently viewed articles, including designing database table schemas, developing a Spring Boot REST API, and creating an Adobe Experience Manager component front end.
- Took charge of all technical elements involved in the setup and roll out of Scholastic's new LitLeague site.
- Played a major role in the architecture, development, and roll out of a new set of websites for the LitCamp Flex and LitCamp by LitPro products using Scholastic's internal Enterprise AEM component set and following AEM best practices.
- Served as the principal back-end developer on the creation of the new Magazines+ Student Homepage experience, designing and building the Java back ends of all new components.

Scholastic, Inc.   *New York, NY*

ASSOCIATE SOFTWARE ENGINEER   *Jul. 2020 - Oct. 2021*

- Contributed to the full stack of Adobe Experience Manager-based Classroom Magazine websites as well as other web-based educational products, using Java, JavaScript, SCSS, and AngularJS.
- Collaborated with Product Owners, Magazine Editors, and Designers to ensure site components were implemented as desired amid changing business requirements.
- Streamlined the cookie system used across over twenty five sites by creating a system to serve product thumbnail URLs, reducing overall cookie size by up to 60%.
- Ported a legacy automated order entry system designed to feed into IBM AS400 servers from an Adobe Experience Manager codebase into a Spring Boot API, reengineering it in the process.
- Implemented an authentication system tailored for large organizations and allowing for multiple authentication methods to Scholastic's new Learn at Home product.

Deutsche Bank   *New York, NY*

SUMMER TECHNOLOGY ANALYST   *Jun. 2019 - Aug. 2019*

- Worked as part of a team developing software that created real-time risk reports for equities traders.
- Created scripts used to automate the addition of new credit default swap indices into eTrading databases.
- Designed a POC for integration of streaming libraries including Apache Kafka into a high data volume financial application.
- Developed the full stack of a Flask and Bootstrap based web application used to predict stock performance using sentiment analysis of news articles as a internship capstone project, which was presented in front of a board of senior technologists.
- Contributed unit tests as part of a migration to JUnit 5 that were used as part of a production continuous integration system.