

MARCO SCARLATA

☎ 650-537-6178 | ✉ marcoscarlata@google.com | [in linkedin.com/in/marco-scarlata](https://www.linkedin.com/in/marco-scarlata) | github.com/mscarla2

SKILLS

Languages : C++, Java, Python, JavaScript, HTML/CSS, SQL, Kotlin
Frameworks: Protocol Buffers, Flask, Django, React, Svelte, Bulma
Libraries: Node.js, Selenium, SpaCy, Keras, RESTful APIs, SQLite, Pandas, NumPy, NLTK
Tools: Bazel/Blaze, BigQuery, Bash, Bard/ChatGPT, Git, Jira, Jenkins, Spanner

EXPERIENCE

Software Engineer Sep. 2022 – Present
Google | Cloud Asset Inventory & Search team *Kirkland, WA*

- Building reliable, scalable infrastructure in C++ for Cloud Asset Inventory to attach structured, enhanced metadata into our centralized data warehouse for cloud-managed assets
- Launched Asset Enrichment end to end into the Asset Query System, leveraging enriched metadata to deliver efficient query results on GCP resources to SCC customers

Software Engineer Jun. 2021 – May. 2022
Pital *Remote, NY*

- Assembled an NLP, Web-Scraping tool to scrape state-wide public newsletters thereby collecting over 50000 creditor notice data points for a curated data collection task through utilizing SpaCy, Selenium & Streamlit
- Overhauled NoCodeDB by implementing test automation and fixing legacy code using Selenium, Python & NodeJS
- Constructed a visual AI Assistant app that locates leads by accessing the UpWork API and then training an NLP model which locates optimal leads for contract workers by utilizing Svelte, Python Flask & SpaCy
- Spearheaded an MVP for an NFT E-Commerce platform that allows individuals to buy physical merchandise of their NFTs under the Solana blockchain by using the Printful API as well as Solana.py, NodeJS and PIL

Software Engineer Intern Jun. 2020 – Aug. 2020
OpenSesame *Portland, OR*

- Extended language drop-down feature to include search selection for Portuguese courses through AngularJS
- Extrapolated multiple burn-down processes of E2E tests, Behat tests, API tests, and unit tests resulting in locating 6 different bugs spawned from the most recent sprints, which were preventing the landing page from loading for IE users
- Built out E2E tests through replicating over 10 deprecated legacy tests from Drupal with Selenium and AngularJS

Teaching Assistant & CETL Tutor Sep. 2019 – Dec. 2021
University of Rochester *Rochester, NY*

- Taught students in the Web Programming, Data Structures & Algorithms and Formal System & Computations courses
- Coordinated tutoring sessions with 15+ college students resulting in a 25% increase in project scores for courses such as Introduction to Computer Science, Data Structures & Algorithms, Discrete Math and Calculus

Machine Learning Intern Jun. 2019 – Aug. 2019
ANDSystems *Ulaanbaatar, Mongolia*

- Conceptualized and deployed a module-based recommender system with in-built caching to accommodate other Recommenders in Python SKLearn as well as easy access to the NoSQL database for scalability
- Analyzed the purchase history of 100,000+ users buying coupons through regression and sentiment analysis, thereby locating a sector in sales with 40% of profits that had the potential to bring up to around 10% more income

PROJECTS

Ghost Finder | *Kotlin, room* May 2021 – Jun. 2021

- Android game showcasing fundamental knowledge of mobile app development
- Game features' database connection functionality via Room for multiple character choices and player data retention

EDUCATION

University of Rochester Aug. 2018 – May 2022
Bachelors in Computer Science | Minor in Psychology *Rochester, NY*

- Major GPA:** 3.5/4.0 – Consecutive Dean's List Recipient
- Relevant Courses:** Data Structures & Algorithms | Formal Systems & Computation | Web Programming | Human Computer Interaction | Intro to Artificial Intelligence | Database Systems | Natural Language Processing |
- Dean's Scholarship & Rochester National Grant Awardee