Marco Scarlata

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Languages: C++, Java, Python, JavaScript, HTML/CSS, SQL, Kotlin Frameworks: gRPC, Protocol Buffers, Flask, Django, React, Svelte, Bulma

Libraries: Node.js, Selenium, SpaCy, Keras, RESTful APIs, SQLite, Pandas, NumPy, NLTK Tools: Build, Bazel/Blaze, BigQuery, Bash, Bard/ChatGPT, Git, Jira, Jenkins, Spanner

Experience

Google | Software Engineer

Seattle, WA

Cloud Asset Inventory & Search team

Sep 2022 - Present

- Productionized reliable, scalable infrastructure in C++ for Cloud Asset Inventory to attach structured, enhanced metadata into our centralized data warehouse for cloud-managed assets, impacting over 90% of GCP Resources and increasing user adoption YoY
- Launched Asset Enrichment end to end into the Asset Query System using C++, SQL & Spanner, leveraging enriched metadata to deliver efficient query results of more than 275 Google Cloud asset types for SCC customers

Corp EngProd ITS team

- Drove a cross-team engagement between EngProd and Cloudtop in augmenting the functionality of their workflow runner using gRPC, Bazel, Borg & Python, thereby saving 10 SWE weeks as a result
- Assisted in the ongoing efforts of ITS integration, a new integration suite, by migrating 8 deprecated pain points to ITS in **Python** for the Cloudtop team

Pital Remote, NY

 $Software\ Engineer$

Jun 2021 - May 2022

- Assembled an NLP, Web-Scraping tool to scrape state-wide public newsletters utilizing SpaCy & Streamlit, thereby collecting over 50,000 creditor notice data points for a curated data collection task
- 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**

OpenSesame Portland, OR

Software Engineer Intern

Jun 2020 - Aug 2020

- Extended language drop-down feature to include search selection for courses through Angular and TypeScript
- Extrapolated multiple burn-down processes Behat, API and Unit tests resulting in locating **over 6** different bugs spawned from the most recent sprints, resolving the bug which prevented the landing page from loading for IE users
- Built out E2E tests through replicating over 10 deprecated legacy tests from Drupal to Angular & Selenium

University of Rochester

Rochester, NY

Teaching Assistant & CETL Tutor

- Sep 2019 Dec 2021
- 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
- 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

Projects ?

Ghost Finder | *Kotlin, Room DB*

May 2021 - Jun. 2021

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

EDUCATION **m**

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