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 with a current user base of **over 500,000** active users.
- 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 Cloudtop's workflow runner using gRPC, Borg & Python, thereby reducing development time by 25%, saving the equivalent of 10 SWE weeks
- 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 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 **T**

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