Marco Scarlata

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EDUCATION

University of Rochester
Expected 2022

B.A in Computer Science, Minor in Mathematics and Psychology

- **Major GPA**: 3.7/4.0 – Consecutive Dean's List Recipient
- **Relevant Courses**: Data Structures & Algorithms | Formal Systems & Computation | Web Programming | Human Computer Interaction | Mobile App Dev | Database Systems | Collaborative Programming & Software Design
- Dean's Scholarship & Rochester National Grant Awardee

EXPERIENCE

Software Engineer Intern
June 2021 – Present

Pital   *Remote, NY*

- Currently working with Lead Developer in building a Python back-end to plug into a React App product for client
- Picked up React Native as well as Draftbits, an application visualization software to deploy Front-End tools at break-neck speeds

Full-Stack Engineer Intern
June 2021 – Present

YoloShadow   *Remote, NY*

- Augmented routing for mission critical feature to allow for generalized usage of multiple users as well as future scalability
- Took partial ownership of dashboard feature built through the MERN stack

Software Engineer Intern
June 2020 – Aug 2020

Open Sesame   *Portland, OR*

- Improved language drop-down feature in E-Learning platform by mitigating a bug in Angular
- Assisted in the burn-down process of E2E tests, Behat tests, API tests, and unit tests.
- Promoted a more scalable solution to testing by migrating legacy tests from Drupal into Angular
- Contributed to the launch of a six month long large project and TED@Work partnership.

Teaching Assistant & CETL Tutor
Sep 2019 – Present

University of Rochester   *Rochester, NY*

- Advised, graded & assisted students in the Web Programming, Data Structures & Algorithms and Formal System & Computations courses.
- Tutored peers on subjects such as Intro to C.S, Data Structures and Algorithms, Discrete Math and Calculus.

Machine Learning Intern
June 2019 – Aug 2019

ANDSystems   *Ulaanbaatar, Mongolia*

- Assembled a module-based Recommender System with in-built cache-ing to accommodate other Recommenders as well as easy access to the NoSQL Database for scalability.
- Analyzed the data and purchase history of 100,000+ users buying coupons, located sectors with a large impact on sales and income, namely one which held 40% of sales and had the estimated potential to bring up to 10% more income.

SKILLS

Languages : Java, Python, C, JavaScript, HTML/CSS, MongoDB, SQL, Kotlin
Frameworks & Libraries: Django, React.js, Node.js, Flask, Pandas, NumPy, Matplotlib
Tools: Git, JIRA, Confluence, Jenkins, VSCode, IntelliJ IDEA, OS Terminal

PROJECTS

Multi-Purpose App | *HTML, CSS, JavaScript*
June 2021 – Present

- Modular web application to host various miniature apps built for personal use & proof of concept
- Features a note taking, todo application as well as a prototype of my portfolio

Ghost Finder | *Kotlin, Room*
May 2021 - June 2021

- Android game showcasing fundamental knowledge of mobile app development for Mobile App Dev class
- Game features database connection via Room for multiple character choices and player data retention
- Allows user to battle ghosts in a turn-based RPG fashion with animations, updating stats and item drops