

# MARCO SCARLATA

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## EDUCATION

### University of Rochester

Aug. 2018 – May 2022

*B.A in Computer Science | Minor in Mathematics and Psychology*

*Rochester, NY*

- **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

### Full-Stack Software Engineer

Aug. 2021 – Present

*Pretzel Kids*

*Boston, MA*

- Training in MERN stack & AWS with Team Lead, to incorporate new mission critical dashboard feature

### Software Engineer

Jun. 2021 – Present

*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 Svelte, Python & NodeJS
- Constructed a visual AI Assistant app that locates leads for contractual work through utilizing Svelte, Flask & SpaCy

### 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 over 6 different bugs spawned from the most recent sprint runs
- Built out E2E tests through replicating over 10 deprecated legacy tests from Drupal with Selenium and AngularJS

### Teaching Assistant & CETL Tutor

Sep. 2019 – Present

*University of Rochester*

*Rochester, NY*

- Taught students in Web Programming, Data Structures & Algorithms and Formal System & Computations
- 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

### Company Analysis Tool | *SpaCy, StreamLit, Selenium, Python*

Aug. 2021 – Present

- Created an analysis tool to help better utilize different websites to locate the most ideal companies for international students with certain core values, resonating mission statements, OPT conversion rates and many other variables
- Core features include an OPT Listing scraper, data visualization for specific companies and so on

### 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

## SKILLS

**Languages :** Java, Python, C, JavaScript, HTML/CSS, SQL, Kotlin, Rust

**Frameworks:** Flask, Django, React, Svelte, Bulma

**Libraries:** Node.js, Selenium, SpaCy, Keras, RESTful APIs, SQLite, Pandas, NumPy

**Tools:** Git, Jira, Jenkins, Linux, Visual Studio Code, IntelliJ IDEA, DeepNote, OS Terminal