

# MARCO SCARLATA

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## 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:** Build, Bazel/Blaze, BigQuery, Bash, Bard/ChatGPT, Git, Jira, Jenkins, Spanner

## EXPERIENCE 🖨

### Google

Seattle, WA

*Software Engineer - Corp EngProd Integration Testing Suite team*

*Aug. 2023 – Present*

- Assisted in the ongoing efforts of full ITS integration by migrating 8+ deprecated Tin tests to ITS Functional Tests in Python for the Cloudtop team
- Drove a cross-team engagement between EngProd and Cloudtop in launching a System Under Test as well a suite of functional integration tests into their workflow runner

*Software Engineer - Cloud Asset Inventory & Search team*

*Sep. 2022 – Aug. 2023*

- 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

### Pital

Remote, NY

*Software Engineer*

*Jun. 2021 – May. 2022*

- 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

### OpenSesame

Portland, OR

*Software Engineer Intern*

*Jun. 2020 – Aug. 2020*

- Extended language drop-down feature to include search selection for Portugese 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

### 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*

*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