

# MARCO SCARLATA

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## SKILLS ☒

**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*

- Assisted in the ongoing efforts of ITS integration, a new integration suite, by migrating **8+** deprecated pain points to ITS in **Python** for the Clouddtop team
- Drove a cross-team engagement between EngProd and Clouddtop in augmenting the technical functionality of their workflow runner using **gRPC**, **Bazel**, **Borg** & **Python**

### 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 🏛

### 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