

Vincent Cannalla

Professional Software Engineer

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vjc-portfolio.web.app

EXPERIENCE

UCI School of Medicine, Lead Software Engineer

JUN 2022 - JUL 2022 (CONTRACT) | IRVINE, CA

- Served as the lead architect and engineer, designing and developing a web application dedicated to postpartum depression research.
- Successfully designed and developed a React app, enhancing the efficiency of data collection, analysis, and interpretation. Leveraged Google Cloud technologies for app hosting and database deployment.
- Engaged in direct collaboration with a team of medical professionals and students from UCI School of Medicine, enabling rapid prototyping and production of a functional application.

Refugee Health Alliance, Lead Software Engineer / Board Member

APR 2020 - OCT 2021 (CONTRACT) | TIJUANA, MEXICO

- Served as lead architect and engineer, initiating, designing and implementing a fully-functional electronic health record system.
- Used Angular 9 to digitize the organization's intake forms, pharmacy functionality, and patient-flow systems, making it easier for clinical staff to access and manage patient information. Database and hosting were done with HIPAA compliant Google Cloud services (web hosting, firestore, authentication).
- Utilized expertise in user-centered design for the purpose of creating intuitive and user-friendly interfaces.
- Improved the efficiency and effectiveness of the organization's health services through the new system, leading to mass expansion of outreach.

Lytx, Inc., Software Engineer

JUN 2020 - SEPT 2021 | SAN DIEGO, CA

- Developed and maintained a customer-facing application utilizing Angular 9 on the front-end, ASP.NET Core on the back-end, and a PostgreSQL database. Proficiently wrote SQL queries to extract and manipulate data from the database. Additionally, utilized Redis for message brokering between services.
- Designed and implemented internal libraries for code reuse and visual consistency across applications
- Collaborated with cross-functional development teams to promote reusability and maximize the value of the libraries
- Ensured consistency and accuracy of libraries across multiple applications
- Maintained libraries to keep them up-to-date and functional.

Biota Technology, Software Architect and Engineer

JUL 2019 - JUN 2020 | SAN DIEGO, CA

- Led the end-to-end development of user-focused features, employing Angular 9 for front-end application creation, Python and Django for database/API development, and MongoDB for data storage. All features were successfully deployed to Amazon web-services.
- Solely designed, engineered, and maintained a critical notifications feature, from

EDUCATION

University Of California, San Diego

B.S. in Computer Science – 2019

GPA: 3.45 | Provost Honors 4 Quarters

Columbia University

Postbac – 2023

GPA: 3.96 | Dean's List 3 Semesters

TECHNICAL SKILLS

Languages

Frontend: Typescript, Javascript, HTML, CSS (SASS)

Backend: Python, Javascript, C#, Java, SQL, Go

Technologies

Frameworks: Angular, React, jQuery – Django, ASP.NET Core, ExpressJS

Databases: MongoDB, Cloud Firestore, Firebase, PostgreSQL

Container Orchestration: Docker, Kubernetes, Google Cloud, AWS

Concepts and Paradigms: HTTP, MVC, Client-Server Model, Continuous Integration, Microservice Architecture, Distributed Systems

Messaging Systems: Nats, Redis

ACCOLADES

Research

Publication – Eyewitness | UCSD Psych, 2019

IRB Approval – UCI PregnancyHub | UCI Health, 2022

Software

“Best Development Award” – Birdie | UCSD, 2018

creating backend logic and database storage with Django and MongoDB to designing and implementing the user interface in Angular 9.

- Played a significant role in architecting and implementing a complete UI overhaul on the front-end, enhancing user experience and overall application aesthetics.
- Initiated extensive code refactoring efforts, resulting in a 15% reduction in API latency and a 10% increase in back-end application test coverage.

UCSD Department of Psychology, *Lead Software Engineer*

JUN 2018 - JUN 2019 | SAN DIEGO, CA

- As Lead Software Engineer, designed and developed an external web app and internal database interface for episodic research experiments. Utilized HTML5/CSS3, JavaScript, ExpressJS, and Firebase to create user-friendly interfaces and efficient data collection systems.
- Effectively managed project growth and expansion by hiring and leading a team of junior developers.
- Streamlined the research process by designing a data visualization application that optimized data collection and analysis, providing researchers with immediate access and insight into the recorded data, significantly improving the accuracy and accessibility of the research data.
- Contributed significantly to the project's success, which culminated in a publication.

Voyager Space Technologies, *Software Engineer*

JUN 2018 - JAN 2019 (CONTRACT) | SAN DIEGO, CA

- Collaborated with a team of aerospace and software engineers in a fast-paced startup environment to create a web application for satellite design and collaboration.
- Utilized Angular 8, Django, and MongoDB for frontend, backend, and database respectively, ensuring seamless performance and data handling.
- Successfully designed and implemented a highly efficient version control system, enabling streamlined management of hardware schematics, spreadsheets, and custom catalogs, resulting in enhanced collaboration and productivity.
- Ensured adherence to industry best practices, security standards, and data privacy regulations, while working in a rapid development cycle to deliver a viable product.