



CALEB VACCARO

.NET Engineer

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WORK EXPERIENCE

.NET SDK ENGINEER

CyberSurfer, LLC | Apr 2023 - Current

- Developed a .NET SDK service layer, enabling mobile devices to serve as motion control game controllers via UDP.
- Built REST API for player accounts and game states utilizing Azure CosmosDB and Functions to accommodate hundreds of concurrent users.
- Created automated CI/CD pipelines utilizing Azure DevOps and Front Door to facilitate the release of Unity, iOS, Android, and React applications, resulting in an 80% reduction in deployment times.
- Leveraged the xUnit test framework to benchmark and validate application services across a diverse range of mobile devices.
- Open-sourced an SDK for dynamically adjusting video game difficulty based on player heart rate, using ML.NET and the Hyperate API.

.NET BACKEND ENGINEER

First Republic Bank | Jul 2022 - Apr 2023

- Overhauled the ASP .NET core abstraction layer from .NET 5 to .NET 6 impacting 17.5 billion dollars in private wealth assets.
- Implemented REST API with Microsoft Dynamics 365 Finance, leading to a 45% reduction in manual data entry time for financial invoices and decrease in data errors.
- Refined backend service testing suite for Account and Transactions teams, resulting in a 66% increase in API security.
- Managed health status of applications using Jenkins, New Relic and Splunk to resolve consumer downtime.

.NET ENGINEER

RIT Behavioral Health Clinic | Feb 2019 - Jul 2022

- Led the development for a Unity3D therapy service providing drug abuse and anger management to five clinics in the Tri-State.
- Orchestrated HIPAA-compliant backend services for patient accounts, and application assets using Azure CosmosDB and Functions leading to a 50% decrease in API costs.
- Utilized Unity3D addressables and Azure Storage Account to load audio assets into therapy service reducing build size by 80%.
- Built CI/CD pipelines for all clinic applications using Azure DevOps, deploying to iOS, Android, and WebGL through Azure App Services, achieving 98% uptime

SOFTWARE ENGINEER INTERN

Cycling Sports Group | May 2018 - Jan 2019

- Automated client database ingest through a custom WPF service, boosting database efficiency for client applications in PLC and HMI product development.
- Remotely resolved issues on 200+ global dynamic fit units using tools like TeamViewer and command-line operations.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

B.S. Game Design and Development | Aug 2016 - May 2021

- Led a team 6 to manufacture the first VR hoverboard physical apparatus using Unity, Python, and off-the-shelf components, resulting in \$11,200 in early-stage investment.

PROGRAMMING LANGUAGES

C#	C++	Python	SQL	MySQL	NoSQL	PostgreSQL	React	YAML
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TECHNOLOGIES

.NET	ASP .NET	Microsoft Azure	Microsoft Entra ID	ML .NET	AWS	Docker	
Jenkins	TeamCity	Github Actions	Unity	UDP	I2C	Postman	Vercel