



CALEB VACCARO

.NET Engineer

New York, New York | calebvaccaro.com | calebvbusiness@gmail.com | 716-867-8057

WORK EXPERIENCE

.NET BACKEND ENGINEER

Sculptor Captial/Infotron Solutions | Apr 2024 - Current

- Led backend overhaul of FCM platform, integrating Bloomberg and HedgeServ data, modernizing .NET services, and refactoring core logic for faster queries and scalable data ingestion.
- Architected and deployed .NET microservices to replace legacy systems, enabling accurate pricing of multi-million dollar investments and improving system reliability.
- Automated reconciliation workflows using Autosys and SQL Server, optimizing stored procedures and migrating millions of records to support cross-platform investment validation.

.NET SDK ENGINEER

CyberSurfer, LLC | Apr 2023 - Apr 2024

- Developed .NET SDK service layer enabling mobile devices to serve as motion control game controllers via UDP.
- Built REST API using Azure CosmosDB and Functions for hundreds of concurrent users; created CI/CD pipelines with Azure DevOps, reducing deployment times by 80%.
- Open-sourced an SDK for dynamic video game difficulty adjustment using ML.NET and Hyperate API.

.NET BACKEND ENGINEER

First Republic Bank | Jul 2022 - Apr 2023

- Upgraded ASP .NET core abstraction layer from .NET 5 to .NET 6, impacting \$17.5 billion in private wealth assets.
- Implemented REST API with AWS, reducing manual data entry time by 45% and decreasing data errors.
- Enhanced backend testing suite, improving API security by 66%; monitored applications with Jenkins, New Relic, and Splunk.

.NET ENGINEER

RIT Behavioral Health Clinic | Feb 2019 - Jul 2022

- Led development of a Unity3D therapy service across five clinics, reducing API costs by 50% using Azure CosmosDB and Functions.
- Utilized Unity3D addressables and Azure Storage, reducing build size by 80%; built CI/CD pipelines 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 of 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	Angular	YAML
----	-----	--------	-----	-------	-------	------------	-------	---------	------

TECHNOLOGIES

.NET	ASP .NET	ML .NET	Azure	SQL Server	AWS	Docker	Jenkins
Github Actions	Unity	UDP	I2C	Vercel			