CALEB VACCARO

.NET Engineer

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WORK EXPERIENCE

.NET BACKEND ENGINEER

Sculptor Captial/Infotron Solutions | Apr 2024 - Current

- Developed Autosys automated jobs and SQL stored procedures for recon reports, automating investment validation across trading platforms.
- Converted deprecated systems into .NET microservices, accurately pricing multi-million dollar investments.
- Migrated millions of records to a new server by optimizing SQL Server stored procedures and table relationships.

.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 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`

TECHNOLOGIES

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