

# Anthony Masullo

Website: [tony-masullo.github.io/Tony-Masullo/](https://tony-masullo.github.io/Tony-Masullo/)

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## Technical Skills

- **Big Data:** Spark, Scala, SQL, Hive, Hadoop, Impala, Cloudera, Databricks, Amazon S3, PostgreSQL
  - **Web Development:** Angular, TypeScript, JavaScript, HTML, CSS, MongoDB, Bootstrap, Node.js
  - **Languages:** Java, Python, C++, C, Ruby, Prolog, Scheme, MIPS Assembly
  - **Application Development:** Git, Eclipse, Shell Scripting, Oozie, Electron, Jenkins, IntelliJ
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## Professional Experience

**PERFICIENT – New York, NY** | 06/2020 to present

### Associate Technical Consultant

- Provided member insights for business users through spark/scala data pipelines that leveraged Hadoop and PostgreSQL data sources
- Efficiently prepared data for ETL by analyzing source files/tables and formulating SQL queries
- Secured data migration project with client by leveraging databricks and spark technologies in proof-of-concept ETL applications

**3M HEALTH INFORMATION SYSTEMS - Meriden, CT** | 05/2019 to 11/2019

### Software Development Intern

- Enhanced employee-user experience of an in-house software by developing an intuitive GUI application with the Electron Framework, JavaScript, and Bootstrap
- Efficiently managed developmental progress using agile practices and source control technologies
- Automated builds and deployments of the application utilizing Jenkins and Git software

**BOEHRINGER INGELHEIM - Ridgefield, CT** | 05/2018 to 08/2018

### Information Technology Intern

- Streamlined reporting of spend data to the compliance-business team by using SQL and PL/SQL
  - Effectively executed a project through detailed planning, and thorough oversight of each phase
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## Software Projects

### Weight Tracker Web Application

- Created full stack web application to track and display a user's physical weight
- Displayed user's physical weight progression over time by utilizing Angular components
- Retrieved user specific data through use of Express.js/Node.js APIs from a MongoDB database

### Senior Design – Optical Camera System

- Determined a robot's environmental layout through camera movement and numerical analysis
- Interfaced software and hardware components using Python, OpenCV, and Arduino libraries

### Text Editor Application

- Created a console application with C++ by applying object-oriented principles and various design patterns such as Model-View-Controller, Command pattern, and Observer pattern

### Tetris Arcade Game

- Implemented Tetris, a classic arcade game, by developing a Java and Swing application
  - Utilized object-oriented principles in design of the class structures and interfaces of the application
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## Education

**UNIVERSITY OF CONNECTICUT - Storrs, CT**

**Bachelor of Engineering, Computer Science and Engineering, 2020**

GPA: 3.513/4.00