Anthony Scarangello

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Graduating **May 2021**

EDUCATION

Northeastern University, Boston, MA   2017 – Present

Candidate for a Bachelor of Science in Computer Science and Game Development   **GPA: 3.67/4.0**

Related Courses: Object-Oriented Design, Algorithms & Data, Artificial Intelligence, Game Programming,

Networks & Distributed Systems, Computer Graphics, Building Game Engines

PROJECTS

Grade Nope (Typescript)   November - December 2020

- Designed and implemented backend code for an online code plagiarism detector
- Integrated a modified fingerprinting algorithm to detect and report instances of plagiarism
- Proved effective against varied plagiarism tactics for all common code syntaxes

The Duke MCTS (Python)   November - December 2020

- Developed an AI to play a chess inspired board game called "The Duke"
- Implemented a modified Monte Carlo tree search algorithm with multiple simulated levels of difficulty

Bone Throne (C++)   April 2020

- A top down roguelike action game created to test a custom made 2D game engine
- Created a unique component-based game engine, used SDL2 for game rendering
- Developed AI system with unique behaviors for different enemy types

Come on Blue! (Scala, Java)   November – December 2019

- A Scala application which finds the worst called strikes and balls for any given MLB game
- Gathers both real-time and historical game data using MLB Gameday API to calculate poorly called pitches
- Applies Scala XML parsing to apply information about strike zone dimensions and pitch location

Rear Pew Mirror (Unity, C#)   April 2019

- A multiplayer first-person shooter where players can only shoot directly behind them
- Created multiple game changing powerups and developed a king of the hill objective system

WORK EXPERIENCE

AdSmart Data Engineer Co-op, **NBCUniversal**, New York, NY   July – December 2019

- Implemented and improved multiple data monitoring tools to automatically detect irregular data sets
- Utilized PostgreSQL databases and Apache Spark to read and filter large data sets
- Improved performance of data pipelines with increased control of API call rate

CORE Studio Intern, **Thornton Tomasetti**, New York, NY   July – August 2018

- Developed an augmented reality Android app using Unity to help engineers visualize structural plans
- Designed and implemented a new user interface to improve app performance and usability
- Implemented Amazon Rekognition API to dynamically label photos for easier searching and filtering

Skills

Languages: Java, C#, C++, Typescript, Python, Spark SQL, Scala, C, Lua

Development Tools: Unity, Git, Docker, Jenkins, Jira, Visual Studio, PuTTY

INTERESTS

Baseball, trumpet, esports, flight simulations, strategy games