

DAVID J VITALE

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SUMMARY

Quick-adapting Software Engineer with 6+ years of experience—passionate about disciplined development practices, automation, and lifelong learning of new technology

Languages: Python, C#, JavaScript, TypeScript, HTML/CSS, Java, C

Skills/Technologies: AWS, Rest APIs, NoSQL, CICD, Elasticsearch, Linux

INDUSTRY EXPERIENCE

Senior Software Engineer | Rivian | Palo Alto, CA (March 2021 - Present)

- Created and deployed cloud-native Python REST APIs for the Rivian Digital Commerce platform—specifically in the products, pricing, and inventory domains
- Took ownership of the price authoring functionality, working cross-functionally to assure a smooth-running, auditable system that manages thousands of daily price changes
- Designed and implemented an organization-wide dead letter queue (DLQ) aggregator service using tools such as AWS SQS, DynamoDB, and Lambda

Software Development Engineer | Esri | Redlands, CA (Sept 2017 – March 2021)

- Collaborated on the development of the ArcGIS API for Python, a platform that leverages the ArcGIS REST API to allow users to work with maps and geospatial data
- Architected and implemented a Python/JavaScript widget that allows users to visualize spatial data on an interactive map in Jupyter Notebooks

Software Developer | GasDay | Milwaukee, WI (May 2014 – May 2017)

- Applied Agile methodologies to the development of an Azure-deployed ASP.NET C#/F# web application that forecasts energy companies' projected consumption of natural gas
 - Managed sprint tasks using test-driven development to compose maintainable, continuously integrated code that passed rigorous code reviews
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SOFTWARE PROJECTS

BearCycle Video Game | Alvarius Games | <https://bearcyclegame.com> (Present)

- Architected a massive hierarchical OO C# codebase that conducts physics, manages state in a NoSQL database, and controls game flow with patterns like finite-state machines
 - Allows users to share custom made levels via a REST API that interacts with AWS s3
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EDUCATION

Bachelor of Science in Biomedical Engineering (BioComputing) | Marquette University

- Coursework: Data Structures, Operating Systems, Hardware, Embedded Systems
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LEADERSHIP AND VOLUNTEERING

- **Eagle Scout** | Boy Scouts of America
- **High School Computer Science Volunteer Tutor** | Marquette University