Jake Casaletto

Experienced Engineer and Leader; Passionate about Craftsmanship and Accessibility

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Experience

Scalpel, Inc. New York, NY (Remote from Seattle, WA)
April 2023 – April 2024
Founding Engineer

- Joined Scalpel's founding engineering team to build automated inventorying and ordering software for surgical centers, working directly with leadership to help build the new company.
- Quickly learned medical-industry domain knowledge to make informed decisions on feature implementations and UX.
- Architected and implemented an *Azure Document Intelligence* AI-enabled job queue to automatically process purchase invoices and update inventory records, freeing up several hours of manual labor for nurses each week.
- Helped design and maintain a dotnet backend following a clean architecture pattern for quick feature iteration and testing.
- Built an automated process for users to deplete medical items from inventory records and re-order supplies if needed, replacing costly manual labor.

Transparent Financial Systems Seattle, WA
September 2019 – March 2023
Senior Engineer

- Built distributed 24/7 real-time payments settlement software for large financial institutions with Rust and Parity Substrate.
- Co-architected and implemented infrastructure for a public sandbox product environment and trademark approval.
- Introduced enterprise-level currency logic which ensured accurate handling of all currency data in payment applications.
- Designed and implemented hotfixes to a regulatory-compliant first-in-the-world live payment network with no Federal Reserve backing. The network had over 220,000 transactions and no downtime over its 15 months of operation.
- Acted as Scrum Master for a team of 9 engineers while maintaining engineering tasks. Documented Scrum expectations and created a rotating volunteer schedule for other engineers to get leadership experience.
- Led efforts to standardize UI/UX, strengthening the design language of front-end tools and company branding.
- Saved thousands of developer hours by using CI/CD tools such as Docker and Kubernetes for release testing.

Perficient, Inc. Seattle, WA
August 2016 – September 2019
Senior Technical Consultant

- Designed and built the *Periscope* PC and Xbox application, which was the first Universal Windows Platform global mapping system with real-time video streams.
- Contracted on-site for Facebook for 18 months to execute the deprecation of mission-critical staff onboarding tools and construct a frontend library for *Facebook Portal* marketing and sales using React.
- Developed the *Twitter* Windows and Xbox application with C# and Universal Windows Platform.
- Used an NVIDIA Jetson TX2, Node.js, and Bash shell scripting to create a system that read license plates from moving cars.

Springthrough Consulting, Inc. Grand Rapids, MI
July 2014 – July 2016
Developer

- Developed a shopping and checkout process for a hearing aid manufacturer using ASP.NET MVC and Angular.
- Implemented a shopping and furniture customization system using ASP.NET MVC for Steelcase.

Languages

Rust
JS + Typescript
C# + .NET Core
Python

Tools

Protocol Buffers + gRPC	Docker + Docker Compose
OpenAPI Code Generation	Kubernetes + Minikube
Node.js + npm + nvm	Entity Framework
Bash Shell scripting	Azure AI Services

Miro & Figma
Jfrog Artifactory
Unity
Microsoft Copilot

Education

Grand Valley State University
Allendale, MI
August 2011 – May 2015
BSc Computer Science