

# Anthony Taormina

Data engineer with expertise in big data and mobile applications. I thrive in all parts of the product development lifecycle, from planning and rapid prototyping to deploying and maintaining production systems. I'm an entrepreneur at heart.

## Contact Info

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## Skills

Python  
Scala  
Kotlin  
Java  
Ruby  
Spark  
Airflow  
Postgres  
Flutter  
Amazon Web Services  
GraphQL

## Work Experience

### Cyber Sainik

Staff Software Engineer | Jan 2023 - Current

- Built a greenfield cybersecurity platform from scratch as one of three founding engineers.
- Quadrupled cost efficiency of our Airflow cluster in Python.
- Designed and developed ID correlation system for entity resolution in Python.
- Designed and administrated all API and UI automation and several critical networking utilities with the Azure Python SDK.
- Mediated technical requirements between backend team and team of UI contractors.
- Architected system for dynamically scoring threats in Python.

### SAVR

Staff Software Engineer | Jun 2022 - Nov 2022

- Led the launch of the SAVR retail app in six months as both technical lead and project manager.
- Released two shopping assistant mobile apps to the Apple App Store and Google Play Store that were written in React Native.
- Architected and developed the API layer for managing inventory state in Python.
- Reviewed and ensured output quality of five remote contractors in Python and React Native.

### CS DISCO

Senior Software Engineer | Aug 2020 - May 2022

- Automated billing, resulting in a 50% reduction of hours spent by the Finance team doing manual billing adjustments each month in Python and Kotlin.
- Performed extensive refactors of the backend to remove entire redundant code bases from Java to Python and Kotlin.
- Built and maintained the primary data lake for analyst consumption in Snowflake.
- Implemented several batch data ingestion pipelines that pulled data from external APIs in Python.

## Taormina Innovations LLC

CEO & Founder, Solo Entrepreneur | Jun 2018 – Aug 2020

- Launched Danger World, an iOS and Android game, to the Apple App Store and Google Play Store. The mobile client was written in Flutter, the backend written in Akka and Scala hosted on Google Cloud Platform using Kubernetes Engine and Firebase.
- Designed and built six mobile apps and websites for a wide range of businesses including real-estate, retail, and service industries using Flutter, Python and Ruby.

## Bazaarvoice

Senior Software Engineer | Nov 2016 – Jun 2018

- Scala and Ruby Data engineer in 2018 for advertising. Rearchitected the team's Hadoop Spark stack to produce our deliverables faster and more reliably, resulting in a 50% cost savings.
- Java Data engineer in 2016 and 2017 for personalization. Worked on novel algorithms and testing frameworks for ordering recommended products to drive customer engagement using Storm and Cassandra.

## RetailMeNot Inc.

Senior Software Engineer | Jan 2014 – Oct 2016

- Team lead in 2016. Managed the product-facing work of a team of 10 engineers while supporting my product manager. Successfully delivered all initiatives on an accelerated timeline.
- Python and Java Back-end engineer in 2016. Productionized new systems and helped build a new batch data ingestion pipeline. Worked closely with the data science team to productionize their algorithms and write new algorithms.
- Java and Kotlin Android engineer in 2014 and 2015. Spearheaded major features, monitored releases and hotfixes, and mentored junior engineers.
- Mentored two interns with no prior Android knowledge who successfully completed a Java app ready for the Play Store within a single quarter.

## Whaleshark Media

Software Engineering Intern | May 2012 – Jul 2012

- Learned Android while helping create the original RetailMeNot Android app in Java.
- Penetration tested retailmenot.com, successfully finding and repairing security vulnerabilities in their primary PHP website.

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**Education**

# Georgia Institute of Technology

Bachelor's of Science Computer Science | Aug 2010 - Dec 2013