Phil Del Vecchio

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github.com/pdv

EXPERIENCE

IMG Academy
Bradenton, FL (Remote from Philadelphia)
Senior Software Engineer — Dec 2020 - Present
- First engineering hire for *IMG+*, an app for mental performance and nutrition training for student-athletes. Features include scheduling, messaging, and interactive media. Built with Node.js, Prisma, Postgres, React, Typescript, and SwiftUI.
- As part of NCSA: microservice development in Golang using Kafka and Kubernetes including Identity service (using Auth0) and first-party data collection and enrichment. Developed a new frontend platform with Next.js and Contentful.

GameChanger (acquired by Dick's Sporting Goods)
New York, NY

Senior Software Engineer — Jan 2017 - July 2020
- Developed *Team Manager*, a new app for scorekeeping, managing rosters, events/RSVP, media, and messaging (iOS, Android, Swift, Kotlin, Rx)
- Joined the platform team, responsible for DevOps, SRE, and backend development (AWS, Docker, Mongo, Kafka, Postgres)

Software Engineer — May 2016 - Jan 2017
- Feature development on iOS, Objective-C to Swift refactoring
- Developed GC's first Android app from scratch to iOS parity

Intern — Summer 2015
- Full-stack web development for the Baseball/Softball Scorekeeping product

Adams Communication & Engineering Technology
Intern — Reston, VA — Summer 2014
- Created and administered a Microsoft SharePoint site for product management
- Designed, developed, and deployed company-wide Intranet site (Sharepoint, VBA)

EDUCATION

University of Pennsylvania
Philadelphia, PA — 2012-2016
B.S.E., *summa cum laude,* Computer Science; Minor in Mathematics

OTHER PROJECTS

Fugue (Web / Clojurescript)
- DSL for live music coding, bridging MIDI and Audio in a functional context
- Featuring a bootstrapped editor and REPL in the browser, collaborative live coding

Feb Club (iOS / Android / Web / Google App Engine)
- Foursquare-like event check-in app for a Penn senior event