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# BRETT ABAMONTE

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## WORK EXPERIENCE

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### Intellicheck

Remote

Revenue Operations Analyst

01/2024 – Present

- Build SOQL queries and Apex classes for use in ETL pipelines, eliminating the need to extract Salesforce objects and metadata manually.
- Accelerate cohort trend reporting by developing an ETL pipeline in Python, leveraging Pandas for data transformation, PostgreSQL for storage, and Matplotlib for data visualizations.
- Streamline the identification of significant transaction volume swings by implementing a Python script to extract transactional data, calculate differences from the trailing averages, and generate ranked reports.
- Build dashboards in Salesforce for the Leadership team to review the sales pipeline, status of implementations, and success of marketing campaigns.

### Amrock, A Rocket Company

Detroit, MI

Software Engineer Intern

05/2024 – 08/2024

- Created a reusable order search component, ensuring a consistent yet flexible interface for order search across multiple micro-frontend modules.
- Migrated identity broker from Ping Identity to Auth0 for a .NET gateway and microservice.
- Implemented an NServiceBus saga policy in a .NET microservice to orchestrate snooze expiration for work items, moving them from 'Snoozed' to 'Snooze Expired' status automatically.
- Executed and monitored Azure DevOps CI/CD pipelines during releases of the Angular micro-frontend and .NET microservices to testing and staging environments.
- Collaborated with the platform engineering team and completed 8 user stories across 5 agile sprints.

### University of Rochester

Rochester, NY

Enterprise Operations Computing Specialist

07/2019 – 06/2023

- Resolved software, networking, and communication system issues by addressing Jira ticket requests.
- Managed user accounts and performed password resets for Active Directory users.
- Monitored Data Center systems including Commvault, MoveIT, and Autosys, and ensured timely responses from on-call team members for alerts.
- Received the U-Did-It Award for promptly notifying the appropriate teams during a significant data center power outage.

## EDUCATION

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### State University of New York Brockport

Brockport, NY

Bachelor of Science, Computer Science

08/2022 - 12/2024

## PROJECTS

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### Puck Caps

Rochester, NY

Web Application

12/2023 – 01/2025

- Built a web application using Next.js for NHL fans to customize post-game scorecards. Delivered immediately to the user's email after each game.
- Retrieved advanced game statistics by web scraping NatStatTrick using Fetch and Cheerio API's.
- Orchestrated automated scorecard creation and delivery using the Inngest workflow engine, executing Puppeteer in an AWS Lambda function, and sending emails using Resend.
- Integrated with X's REST API to automate scorecard publishing immediately after each game.

**EnrollTracker****Brockport, NY**

Web Application

10/2024 – 12/2024

- Developed a course registration platform built with Next.js as a capstone project at SUNY Brockport.
- Implemented REST API using Go (net/http package) to support CRUD operations for Courses, Majors, and Users.
- Developed a custom authentication server in Go, storing encrypted user credentials in PostgreSQL and generating stateless JWT tokens with custom claims for authorization.
- Eliminated vulnerability where revoked JWT tokens still had not expired by utilizing a containerized Redis instance to store blacklisted JWT tokens until their expiration time passed.

**Storage Lock Manager****Rochester, NY**

iOS Application

07/2023 – 10/2023

- Created an iOS application for self-storage facility owners to manage move-outs, facility tasks, and lock audits built with Swift and SwiftUI.
- Reverse-engineered the authentication for Easy Storage Solutions REST API to retrieve facility data, enabling automated task assignment for facility managers based on unit statuses.
- Improved extensibility by implementing a backend REST API using Next.js to support future expansion to Android and web platforms.

**TEACHING EXPERIENCE**

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**Udemy****Rochester, NY**

Unity: How To Create an In-Game Store

08/2017

- Taught 1,993+ students to develop an in-game store for video games using Unity3D & C#.
- Achieved 4.08/5.0 course rating.

Unity3D: Mobile Game Development from Unity to App Store

07/2017

- Taught 4,962+ students to develop and release mobile games using Unity3D & C#.

**SKILLS**

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- Programming Languages: TypeScript, JavaScript, C#, Swift, HTML/CSS, Go
- Frameworks & Libraries: SwiftUI, React.js, Next.js, Angular, .NET
- Technologies: PostgreSQL, Git, Docker, Redis
- Other Relevant Skills: REST API Design