
VINCENT GRATO

SAN DIEGO, CA 92104

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PROFESSIONAL SUMMARY

Seasoned Software Engineer experienced developing applications, databases and cloud computing solutions. Smart professional with proven troubleshooting and debugging capabilities for resolving complex technical issues.

SKILLS

- * Web Security
 - Software Deployment
 - Gathering Requirements
 - Scrum Methodology
 - API Design
 - Web Applications
- Software Documentation
- Collaborative Development Planning
- Linux Environments
- Python
- SQL

WORK HISTORY

EPIK SYSTEMS

Software Engineer Lead | San Diego | May 2020 - January 2022

- EV charging station dashboards and integration for pricing prediction AI
- Translated customer and system requirements into robust software design with test-driven approach.
- Communicated project plans, tracking details, status updates and risk mitigation plans to cross-functional team.

ANALYTICS VENTURES

Senior Software Engineer | May 2018 - January 2020

- Developed a functional analysis / statistical model generation tool for time series using numpy and sympy that lent itself well to sensitivity analysis and explanation.
- Worked with customers for needs analysis and to determine vendor costs.
- Collaborated with management, internal and development partners regarding software application design status and project progress.
- Worked with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability, and performance.

- Participated in architecture, design and implementation of back-end features using C# and Python.

SERVICECHANNEL

Software Engineer | May 2017 - March 2018

- Tested methodology with writing and execution of test plans, debugging and testing scripts and tools.

BANDSINTOWN

Data Engineer | September 2014 - March 2017

- Developed and maintained Rails API supporting 30 million users on mobile and web.
- Developed and delivered business information solutions.
- Designed and developed analytical data structures.

FANPICS

Software Engineer | March 2014 - September 2014

- Processed output of camera gimbals to produce feeds of candid photos with overlays using ffmpeg and a Rails supporting mobile and web for sports games at stadiums.

GAP INTELLIGENCE

Software Engineer | February 2013 - November 2013

- Develop scrapers, data warehouse, and analytics in AWS for consumer product pricing intelligence
- Developed internal tools for manual processes.

THE ACTIVE NETWORK

Software Engineer | August 2012 - December 2012

- Developed web app to share race results and analytics for thousands of events like the NY Marathon and local 5k races.

LITTLE BIG PLANET KARTING

Playstation – Intern | June 2011 - August 2011

SONY ELECTRONICS

Intern Corporate Communications / B2B | October 2007 - February 2011

EDUCATION

BACHELOR OF SCIENCE Computer Science

CSUSM

San Marcos, June 2012