

THOMAS PANETTI

<https://github.com/tpanetti>

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SOFTWARE ENGINEER

Impactful experience in software development and expertise in machine learning engineering. Passionate professional with an interest in building quality software in team environments. Collaborates with cross-functional teams to optimize value-added outcomes.

Machine Learning | System Architecture | Distributed System Design | Linux System & Tools
Object-Oriented Design | Message-Based Architecture Design | Data Pipeline Engineering

TECHNICAL SKILLS

C | C++ | Java | EE | J2EE and Spring | R | Python | Javascript & Typescript (Node.js) | HTML / Frontend
Polymer and React | SQL and NoSQL | Spark | Hadoop | AWS infrastructure (IaC)

EXPERIENCE

Amazon Search, Palo Alto, CA

January 2019 - Present

Software Development Engineer

Machine Learning Engineer position leveraging the infrastructure, implementation, and creation of machine learned models for the advancement of Amazon's searching capabilities.

- Designed and implemented an internal publishing system to unify build-dependent publishers for build and real time feature serving. Onboarded to over 50 feature builds and became the de facto for new builds.
- Played a major role in infrastructure for the creation and deployment of a predictive feature build to predict Amazon's most used ranking feature using past customer behavior. Launching this build and replacing the previous feature won Amazon over \$3 billion in Order Product Sales per year.
- Re-architected Amazon Search's internal build data catalog and feature store to allow for transient dependencies and reuse of transformed fields eliminating the need for external build changes for data transformations in transit. This change was on-boarded by hundreds of users saving thousands of man hours.

Krumware LLC, Columbia, SC

August 2016 - November 2018

Software Engineer

Full stack software development building large scale progressive web applications for a wide variety of clients including various common operational pictures, emergency response teams, and government entities.

- Worked directly with clients to parse their needs, build out solutions, and deliver results for clients.
- Delivered a feature complete mobile-first common operating picture for multiple state governments.

UnitedHealth Group, Greenville, SC / Technology Development Intern

May 2016 - August 2016

Software engineering internship providing support for the DevOps and Continuous Integration teams ranging from technical support to the creation of internal tooling.

University of South Carolina, Columbia, SC

May 2015 - May 2016

Research Assistant

Software engineering internship building a 3-dimensional visualizer of the human genome in Unity3D ([Genome3D](#))

EDUCATION

Bachelors of Science, BS in Computer Science with a Minor in Mathematics

University of South Carolina, Columbia, SC