

# Tony Restuccia



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## Technical Summary

DB - Mongo, MySQL, Postgres, MS SQL  
Backend - Node.js, C#, Serverless  
Front-end - HTML5/CSS/JS, Angular,  
Angular Material, Bootstrap, jQuery

## Education

1994 - 1995  
University of Bridgeport  
Mechanical Engineering

1996 - 1998  
Central Connecticut State University  
Computer Science

## Personal

3 team wins in the Race Across America  
bicycle race

5 Cycling State Championships

## Profile

I am a lifelong engineer specializing in adapting development best practices to teams of all sizes, from entry-level startups to mature enterprises. I get my hands dirty in every project I'm involved with and am most comfortable mentoring engineers over many years. When life is good, I ride my bicycle a lot.

## Experience

Senior Software Engineer from 2017 to 2019  
Symphony Industrial AI  
Boise, ID (worked remotely with team in Boulder, CO)

I started the development effort for the single page app that showcased all of the AI for pattern recognition of factory sensor data (time series data). The app focused on beautiful presentation and instant UX that could not be achieved using off-the-shelf solutions from Power BI, Tableau, etc. The project stressed test-driven, functional programming.  
Tech - Angular 4 through 8, Angular Material, D3, AmCharts, Docker

Lead Software Engineer & Partner from 2017 to 2019  
OmniGo! Events  
Boise, ID

I co-founded a company focused on improving timing and results for cycling events. In addition to web interfaces to maintain participant data and results, I focused more on hardware, creating RFID readers, results kiosks, and high speed timing cameras from inexpensive parts. I helped turn a mostly paper/pencil based process into a cloud-based system with results available almost immediately at a fraction of the cost.  
Tech - API: Node.js (Serverless), PostgreSQL. Site: Websockets (Socket.io), HTML5, CSS3 (Bootstrap), Javascript (jQuery). High Speed Camera: Android Studio. RFID Readers: C++, Java.

CTO from 2013 to 2015  
NHN Entertainment / Monarc Gaming Labs  
Los Angeles, CA

I was the first hire at this mobile gaming studio and laid much of the groundwork for the casual social casino app while simultaneously ramping up the frontend, backend, qa, sysops, and bi teams. I helped grow the team from 1 to 30 engineers, data scientists, and testers, while architecting much of the database, backend, cms, and bi systems. Our final product was a mobile slots app written in Unity featuring beautiful animations and gameplay, with a first-class, fully redundant backend system all hosted on AWS.

Tech - Unity, NodeJS, MongoDB, Redis, Angular, Redshift, Tableau