

Mike Toscano

Engineering Leader | Agile team lead | Technology enthusiast

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WORK EXPERIENCE

Capital One, NY (Remote) — *Manager, Software Engineering*

FEBRUARY 2023 - PRESENT

One of the nation's largest banks, on a mission to help customers succeed by bringing ingenuity, simplicity, and humanity to banking.

- ❖ Led an engineering team to success in building and delivering to production a business travel portal providing travel benefits to business card holders (e.g. Spark)
- ❖ Spearheaded the design and development of new microservices used for orchestrating benefits content and eligibility status across verticals (Travel, Dining, Entertainment, etc.)
- ❖ Architected solutions based on product partners' requirements and designs for the travel portal and the EASE web platform
- ❖ Evangelized agile/scrum methodologies leading to a 10-20% (on average) increase in team velocity and capacity
- ❖ Seamlessly integrated new backend services into a large ecosystem of financial and cardholder benefits-related platforms

CSC Global Financial Markets, NJ (Remote) — *Software Engineering Manager*

JUNE 2021 - FEBRUARY 2023

A leading provider of specialized administrative services, providing expertise across a range of transaction types, regions, and asset classes.

- ❖ Led a team of software engineers and quality assurance analysts who developed and maintained a globally utilized suite of investor and investment management applications
- ❖ Provided architectural and cybersecurity-related guidance to engineers
- ❖ Integrated applications obtained via acquisition into the existing company ecosystem
- ❖ Redesigned the technology department's SDLC, reducing the percent of defects from 30% to below 10% while maintaining velocity
- ❖ Managed and mentored other leaders

PEF Services LLC, NJ — *Technology Manager (various)*

MAY 2014 - JUNE 2021

A boutique fund administration firm that includes CFAs, CPAs, former CFOs, board directors, SBA executives, audit managers, and compliance officers.

SKILLS

AWS, Azure, EC2, S3,
DynamoDB, ECS, Fargate

JavaScript, TypeScript, Node,
Python, GoLang, PHP,
HTML, CSS, Java, Vue.js,
Express, Flask

Docker, Kubernetes, Swarm

SQL, NoSQL, MySQL, MS SQL,

Agile, Scrum, Management,
Talent Development

Risk Management,
Performance Engineering,
Vulnerability Assessment,
Systems Administration,
Container Orchestration

Firewalls, IDS/IPS,
Virtualization, Storage
Arrays, VMWare, Cisco

Certificates

Certified Scrum Master

APRIL 2022 - PRESENT

<https://bcert.me/splcelejy>

Projects

[PinThere Travel Tracker](#)

PUBLISHED 2022

*The world in your pocket!
PinThere Travel is an IOS app
published on the Apple App
store that allows you to register
and track destinations that you
have visited or plan to visit.
Built using SwiftUI, Apple
Maps, and Google AdMob*

- ❖ Architected and designed scalable, resilient, and distributed IT hardware, networking, and software systems
- ❖ Designed and engineered an investor/investment management portal from the ground up including application source code, infrastructure, security controls, and integration with on-premises systems
- ❖ Managed a team of developers of varying experience levels working across multiple products and platforms
- ❖ Engaged with executive stakeholders to obtain buy-in on the product roadmap and the necessary resources to realize it
- ❖ Acted as the primary point of contact for annual SOC audits performed by third party auditors

EDUCATION

New Jersey Institute of Technology — BS, Computer Science

SEPTEMBER 2010 - MAY 2015

Steam Plus Tidbyt App

PUBLISHED 2023

Tidbyt is a retro style display that lets you keep up with the things that matter. The Steam Plus app allows you to view a user's steam status, what game they're currently playing, and other related info. Built on the Tidbyt Starlark/Pixlet platform using Valve's Steam API.

Zombie Defense Game

DEVELOPED 2018

Once upon a time I set out to publish my first mobile game, however to this day it remains unfinished. The core gameplay mechanics are fully functional, and are playable/testable. Built using the Godot game engine using gdscript (a python-like language).