Anessa Petteruti

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Software Engineer with experience in machine learning, full-stack development, and UI/UX. Primary languages and technologies are Python, Swift, TypeScript, JavaScript, Go, Java, React, HTML/CSS, TensorFlow, PyTorch, Scikit-Learn, Microsoft Azure, Databricks, Figma, Adobe XD, Balsamiq.

Education

Brown University   Providence, RI, USA

Master of Science (Sc.M.), Computer Science (Sep 2021 - May 2022)

Bachelor of Science (Sc.B.), Computer Science (Sep 2017 - May 2021)

- Inducted into Sigma Xi Honor Society
- Research: Designing the Virtual Rosetta: A Tool for Exploring Historical Drawings in VR (accepted into IEEE VIS4DH Conference 2021)
- Department of Computer Science Teaching Assistant for Modern Web & Mobile Applications (Spring 2020)
- Hack@Brown (Publicity & Outreach Head, Sep 2018 - May 2020): promoted the annual hackathon and workshops through social media and publicity campaigns. Provided mentorship to team members in social media strategy and engagement.
- Innovation Dojo (Jan 2018 - Apr 2018): Created a prototype and devised a business plan for Leaftover, a mobile application helping people reduce food waste.
- Hope Chatterton Prize in Music (awarded for excellence in piano performance)

Experience

Lambent   Boston, MA, USA

Software Engineer (June 2022 - Present)

- Full-stack development of features for the Series A startup's spatial intelligence SaaS platform. Employ functional programming in fp-ts for frontend components and Azure functions.
- Developed application for Customer Success team to export occupancy data for select customers, time ranges, resolution, and space types.
- Development of APIs that fetch WiFi data from providers. Primary engineering support for end-to-end deployment of customers.

IBM   San Jose, CA, USA

Software Engineering Intern (June 2020 - Aug 2020)

- Cognitive development in the Center for Open Source Data and AI Technologies (CODAIT). Full-stack development for machine learning deployment platform, KFServing (now KServe). Worked with container systems Docker and Kubernetes. Developed backend API in Python and Swagger and frontend dashboard in React JS.
- Developed seven-part video series, Trusting AI: Unlocking the Black Box, published and promoted on IBM's platform and Linux Foundation AI. Conducted interviews with AI experts and IBM executives.

Upserve   **Providence, RI, USA**

    Software Engineering Intern (June 2018 - Aug 2019)

- Developed shipped features for the restaurant management technology company's mobile applications. Worked in composable functional JS in React.
- Designed and developed from 0 -> 1 a customer-facing mobile application that notifies users of nearby Upserve restaurants through location-based notifications and proposes recommendations and rewards based on user preferences. Provides an augmented reality menu that displays renderings of restaurant dishes in front of customers in real time. Utilizes Apple's ARKit, MapKit, and Core Location as well as Firestore, Firebase Storage, and Firebase Authentication. Led the project from ideation to deployment.

FoodFinessa.com   **East Greenwich, RI, USA**

    Founder, Web Designer, Videographer (May 2014 - Present)

- Develop solely original content that combines interests in photography, filmmaking, web development, design, and food.
- Form relationships with food and cooking companies to promote their products.
- As a freelance food journalist, published 43 times in the Providence Journal.

Selected Projects

Marzio

Robot arm that is able to make marzipan from scratch. Detects ingredients it needs in its surroundings and mixes them together to create the European almond confection. Written in Python and Arduino/C++.

Vinci

Application that determines user intent and entities in order to perform everyday tasks for the user. Includes a Convolutional Neural Network that detects human facial emotion and has a conversation with you. Utilizes the ChatGPT API, LangChain, object detection, and semantic segmentation. Written in Python.

HouseBot

End-to-end framework for a robot designed to tidy a house. Incorporates a Convolutional Neural Network (CNN), Region Proposal Network (RPN), and additional feature mapping to detect objects in a room scene. The object labels are fed into ConceptNet that maps a list of verbs as the actions the robot should perform on a specified object to the object noun. Trained on scraped AI2-THOR room scenes. Written in Python.

Please see additional selected software projects at anessapetteruti.com/software

Piano

Most recently performed in a series of masterclasses and concerts on the Amalfi Coast of Italy. Previously performed at Sala dei Notari, Perugia, Italy, Carnegie Hall, and Jordan Hall. Chopin Club Executive Director and Head Web Designer - appointed as the only student and youngest member to serve on the Executive Board. One of 13 advanced pianists out of 300+ applicants to represent the New England Conservatory and perform a series of public piano concerts throughout Germany. Studied at the Mozarteum in Salzburg, Austria.