

Jake Casaletto

Experienced Engineer and Leader; Passionate about Craftsmanship and Accessibility

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Experience

The Walt Disney Company Seattle, WA

June 2024 – Present

Senior Software Engineer

- Led the architecture and owned the development of the Disney+ client video player for living room devices using Rust and hexagonal architecture principles, improving performance for millions of users and maintainability for other engineers.
- Introduced an isolated client UI development and testing environment which decreased iteration time for UI development by an order of magnitude and increased velocity of new feature development by the same amount.
- Provided guidance and feedback on best practices for testability and architecture on complex features across multiple teams in the organization.
- Led group architecture sessions for new features with up to 8 engineers, which increased cross-team communication and helped decrease reported bugs in shipped features by over 70%.
- Mentored engineers new to the Rust programming language on best practices through pair programming and thorough code reviews with practical advice and examples.
- Used agentic AI tools such as Claude Opus 4.6 and Amazon Kiro to create new features and documentation in existing complex codebases, which allowed engineers to onboard and contribute to business critical efforts three times as quickly.

Scapel, Inc. (HG Software, Inc.) New York, NY (Remote from Seattle, WA)

April 2023 – April 2024

Founding Engineer

- Joined HG Software, Inc. as a founding engineer for a new venture called Scapel, Inc. to build automated inventorying and ordering software for surgical centers, working directly with leadership to help build the new company.
- Quickly learned medical-industry domain knowledge to make informed decisions on feature implementations and UX.
- Architected and implemented an *Azure Document Intelligence* AI-enabled job queue to automatically process purchase invoices and update inventory records, freeing up several hours of manual labor for nurses each week.
- Helped design and maintain a dotnet backend following a clean architecture pattern for quick feature iteration and testing.
- Built an automated process for users to deplete medical items from inventory records and re-order supplies if needed, replacing costly manual labor.

Transparent Financial Systems Seattle, WA

September 2019 – March 2023

Senior Engineer

- Built distributed 24/7 real-time payments settlement software for large financial institutions with Rust and Parity Substrate.
- Co-architected and implemented infrastructure for a public sandbox product environment and trademark approval.
- Introduced enterprise-level currency logic which ensured accurate handling of all currency data in payment applications.
- Designed and implemented hotfixes to a regulatory-compliant first-in-the-world live payment network with no Federal Reserve backing. The network had over 220,000 transactions and no downtime over its 15 months of operation.
- Acted as Scrum Master for a team of 9 engineers while maintaining engineering tasks. Documented Scrum expectations and created a rotating volunteer schedule for other engineers to get leadership experience.
- Led efforts to standardize UI/UX, strengthening the design language of front-end tools and company branding.
- Saved thousands of developer hours by using CI/CD tools such as Docker and Kubernetes for release testing.

Perficient, Inc. Seattle, WA

August 2016 – September 2019

Senior Technical Consultant

- Designed and built the *Periscope* PC and Xbox application, which was the first Universal Windows Platform global mapping system with real-time video streams.
- Contracted on-site for Facebook for 18 months to execute the deprecation of mission-critical staff onboarding tools and construct a front-end library for *Facebook Portal* marketing and sales using React.
- Developed the *Twitter* Windows and Xbox application with C# and Universal Windows Platform.
- Used an NVIDIA Jetson TX2, Node.js, and Bash shell scripting to create a system that read license plates from moving cars.

Springthrough Consulting, Inc. Grand Rapids, MI

July 2014 – July 2016

Developer

- Worked with consulting clients through the entire process from first contact and requirements gathering into development, delivery, and post-delivery support.
- Developed a shopping and checkout process for a hearing aid manufacturer using ASP.NET MVC and Angular.
- Implemented a shopping and furniture customization system using ASP.NET MVC for Steelcase.
- Developed an e-mail monitoring and report generation system using SignalR and ASP.NET MVC to improve a client's customer service insights.

Languages	Tools		
Rust	Claude	Node.js + npm + nvm	Miro & Figma
Javascript + Typescript	Amazon Kiro	Bash Shell scripting	Jfrog Artifactory
C# + .NET Core	Microsoft Copilot	Docker + Docker Compose	Unity
Python	Protocol Buffers + gRPC	Kubernetes + Minikube	Azure AI Services
	OpenAPI Code Generation	Entity Framework	

Education

Grand Valley State University

Allendale, MI

August 2011 – May 2015

BSc Computer Science

Georgia Institute of Technology

Atlanta, GA

Jan 2026 – Present

MS in Computer Science (OMSCS); Specialization in Computer Graphics

Estimated Completion Jan 2029