

Jake Casaletto

Engineer and leader with over a decade of experience. Passionate about craftsmanship.
I architect systems, solve complex problems, improve processes, and grow teams.

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Experience

The Walt Disney Company Seattle, WA

June 2024 – Present

Senior Software Engineer

- Led the architecture, defined the roadmap, and owned the development of the *Disney+* client video player for living-room devices, built in Rust with hexagonal architecture principles and serving millions of monthly active users.
- 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%.
- Established and drove the adoption of cross-team AI conventions, increasing feature delivery speed while maintaining quality.
- Introduced an isolated UI development and testing environment, reducing UI iteration time from 15 minutes to 30 seconds by eliminating full-product builds.
- Co-authored and guided adoption of cross-team standards for testability and architecture on complex features.
- Created missing documentation and improved code quality in complex codebases using agentic AI workflows, allowing engineers to onboard and contribute to business-critical efforts within a week of joining the team.
- Mentored engineers in Rust best practices through pair programming and detailed code reviews.

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

April 2023 – April 2024

Founding Engineer

- Served as founding engineer for a surgical inventory management platform, responsible for creating foundational engineering practices and product development workflows.
- Established architectural, testing, and code review standards that allowed the team to deliver an MVP within months and subsequent features without major rework.
- Developed healthcare-domain expertise to guide product and UX decisions for surgical inventory workflows.
- Worked directly with the CTO to design and build product features such as an automated process for users to deplete medical items from inventory records and re-order supplies, replacing costly manual labor for customers.
- Architected and implemented an *Azure Document Intelligence* AI-enabled job queue to automatically process purchase invoices and update inventory records, freeing up a day of manual labor for nurses each week.
- Architected and maintained a C# .NET backend following a clean architecture pattern for quick feature iteration and testing.

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, enabling trademark approval.
- Introduced enterprise-level currency logic which ensured accurate handling of all currency data in payment applications.
- Designed and deployed hotfixes for a world-first, regulatory-compliant live payment network operating without Federal Reserve backing; it processed more than 220,000 transactions with no downtime over 15 months.
- 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 introducing Docker- and Kubernetes-based CI/CD processes for release testing and deployment.

Perficient, Inc. Seattle, WA
August 2016 – September 2019

Senior Technical Consultant

- 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.
- Designed and built Twitter’s *Periscope* PC and Xbox application, which was the first Universal Windows Platform global mapping system with real-time video streams.

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.
- Implemented a shopping and furniture customization system using ASP.NET MVC for Steelcase.
- Developed a shopping and checkout process for a hearing aid manufacturer using ASP.NET MVC and Angular.

Languages	AI	Infrastructure	Frameworks	Design
Rust	Claude	Bash	React	Figma
JavaScript + TypeScript	Kiro	Docker + Docker Compose	Protocol Buffers + gRPC	Miro
.NET / C#	Microsoft Copilot	Kubernetes + Minikube	Entity Framework	Unity Game Engine
Python	Microsoft Foundry	Node.js + npm + nvm	Leptos	
		JFrog Artifactory		

Education

Georgia Institute of Technology
Atlanta, GA
Jan 2026 – Present
MS in Computer Science (OMSCS); Specialization in Computer Graphics
Estimated Completion Jan 2029

Grand Valley State University
Allendale, MI
August 2011 – May 2015
BSc Computer Science