Phil Del Vecchio

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Education

- **University of Pennsylvania** — Philadelphia, PA
  B.S.E., summa cum laude, Computer Science — *2012 – 2016*

Experience

- **IMG Academy** — Bradenton, FL (remote from Philadelphia)
  Senior Software Engineer — *Dec 2020 - Present*
  - **IMG+**: First engineering hire for IMG+, a new app for mental performance and nutrition training for student-athletes. Features include scheduling and messaging for 1:1 coaching and a learning platform with rich interactive media. Built with Node.js, Prisma, Postgres, React, Typescript, and SwiftUI.
  - **Acquisition Consulting**: Served as a technical consultant for the acquisition of NCSA, a college recruiting product for student-athletes and college coaches. Led efforts to integrate IMG+ product with NCSA platform.
  - **AI Customer Support Agent**: Developed AI agent to assist customer service representatives interacting with user profiles and authentication. Built with OpenAI Typescript SDK with tool use.
  - **Identity Platform**: Developed NCSA user identity platform using OAuth 2.0 and OIDC with Go backed by Postgres and Auth0.
  - **First-Party Data**: Led development of first-party data collection and enrichment platform, built on Kafka, including developing frontend and backend libraries in Typescript and Go.
  - **Web Frontend Platform**: Developed a new frontend platform for NCSA with Next.js and Contentful. Serves as foundation for all future web development.
  - **Mentorship**: Mentored junior engineers and led resource groups for Identity platform.
- **GameChanger** — New York, NY
  Senior Software Engineer — *May 2016 - Jul 2020*
  - **Team Manager App**: Developed Team Manager, a new app for multi-sport scorekeeping, managing rosters, events/RSVP, media, and messaging. Serves as the foundation for all future mobile development including video streaming. (iOS, Android, Swift, Kotlin, Node.js, Postgres)
  - **Platform Ops**: DevOps, SRE, and backend development (AWS, Docker, Mongo, Kafka, Postgres)
  - **GameChanger Android**: Developed GameChanger's first Android app from scratch to iOS parity. Features include baseball/softball scorekeeping interface, GameStream fan experience, event scheduling, roster management, and statistics.
  - **iOS GameStream**: Rebuilt the main fan interface for viewing live games, similar to MLB Gameday and ESPN Gamecast, featuring complex animations and real-time updates.
  - **Objective-C to Swift**: Refactored original iOS app to Swift
  - **Python 2 to 3**: Refactored Django backend to Python 3

Projects

- **Fugue**: Clojurescript DSL for collaborative live music coding in the browser. Supports Web Audio and Web MIDI in a bootstrapped editor with REPL.
- **Xword**: Collaborative crossword builder and solver. Supports AI-powered clue assistance and integration with popular crossword providers. Built with Cloudflare workers and AI.
- **Feb Club**: Foursquare-like check-in app for Penn's annual month of events for seniors. Achieved 100% uptime and app was used by subsequent classes. Built with Flask on Google App Engine with native Android (Java) and iOS (Swift) apps.
- **AI Agents**: Several projects including a stock-trading agent connected to the Alpaca trading API, a collaborative choose-your-own-adventure game, and a Jackbox-style party game.

Skills

- **Languages**: Rust, Clojure, Typescript, Javascript, Kotlin, Swift, Python, Java, Go, SQL
- **Technologies**: AWS, React, Kafka, Docker, Kubernetes, Node.js, SwiftUI, Jetpack, Next.js, Django, Flask, Redis, Postgres, SQLite
- **GenAI / LLM**: OpenAI, Claude, Gemini APIs/SDKs, Agent development, MCP client/server development