

Michael Marsella

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Skills

Programming: Python, C#, C, C++, Java, Javascript, SQL, Kusto, HTML, CSS, ARM Assembly, MATLAB

Technologies: Apache Spark, Pandas, Scikit-learn, Keras, Tensorflow, Databricks, Excel Modelling, .NET, MapReduce, Microsoft Azure, Google Firebase, Unity Engine, Azure DevOps, JIRA

Program Management: Stakeholder Management, Server & Capacity Planning, Supply-Demand Matching, Agile Methodologies, Scrum, Software Development Life Cycle (SDLC), BFCM Operations

Other: Technical Writing, Video Editing, French (Conversational)

Experience

Google - Technical Program Manager

July 2022 – Present

- Developed automation tools, **reducing manual toil** by 10+ employee hours/week.
- Managed efficiency projects across 5+ teams, **driving a \$400MM+ cost savings initiative**.
- Achieved **6% server capacity efficiency gain** in 5 months, resulting in **\$43MM OpEx savings**.
- Established cross-team forecasting methodology, bolstering yearly planning accuracy.
- **Oversaw technical project alignment** across engineering, product, data science, and finance.
- Architected unsupervised machine learning anomaly detection pipeline for customer cohort analysis.

Rainy Sunday Labs - Software Engineer, Founder

September 2021 – Present

- Grew subscriber base to **top 7% on YouTube**, expanding overall audience reach.
- **Increased media viewership by 20% YoY** to 1.1M total views with 38k monthly unique viewers.
- Negotiated directly with sponsors, resulting in over **110% YoY revenue growth**.
- Designed, built, and marketed solo-developed video game across distribution platforms like YouTube, Twitter, and Steam.
- Directed and **collaborated with freelance artists** for graphical and media assets, improving visual consistency and brand awareness.

Microsoft - Software Engineer, Technical Program Manager

August 2020 – July 2022

- Spearheaded development of distributed microservices in .NET, **saving \$1MM in costs**.
- **Led engineering program management** in agile scrum environment, featuring software task planning, refinement and maintenance.
- Designed and **scaled neural network training system** across 800+ internal services.
- Decreased machine learning pipeline **processing time by over 80%**, improving analysis efficiency.
- Managed daily analysis of 50 million data points across 50,000 users, leading to more data driven decisions.
- Developed **10 fully automated data pipelines**, processing over 500 million data points.
- Drove project parity across 4 distinct cloud environments.

Northrop Grumman - Software Engineer Intern

June 2019 – August 2019

- **Directed team of 6 software engineering interns** to achieve project milestones.
- Successfully migrated software application to web tool using C++ and JavaScript.

Education

University of California, San Diego

September 2016 – June 2020

B.S. Mathematics - Computer Science

Minor in Entrepreneurship and Innovation