Ira Porchia

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EXPERIENCE

Software Engineer, VMware

UEM Engineering Service Team   **November 2022 - Present, Remote**
• Working with others to set up build plans, orchestrate pipelines, define custom quality gates and merge criteria.
• Manage release branches and engineer access to Stash, Bamboo, and Sonar for the Canonical repository.

UEM Updates, Cryptography, and Diagnostics Team   **August 2022 - November 2022, Remote**
• Worked on tasks such as analyzing SQL scripts and creating unit tests for code solutions that I or my team created.
• Worked on bugs found when using Workspace One, such as certain filters not showing the correct results.
• Attended all team scrum meetings as well as all developer community meetings

Training   **July 2022 - August 2022, Remote**
• Finished an interactive course "Working with Cloud" provided by Pluralsight.
• Collaborated with others in a Hackathon to create a machine learning program that predicts crime rates.

App Developer, Pepperdine

Intern   **September 2021 - April 2022, Malibu**
• Utilized ASP.NET Core along with SQL for the backend, and HTML CSS JavaScript for the frontend.
• Collaborated with other interns to implement a financial database for Pepperdine University.

Front End Developer, Stream Hatchet

Intern   **June 2021 - August 2021, Remote**
• Built a cross platform mobile application for Stream Hatchet using Appgyver.
• Created plugins using React Native, JavaScript, and D3.js in order to achieve the desired functionality.

IT, Tulare City Schools

Co-Op   **August 2020 - August 2021, Tulare**
• Repaired more than a 100 broken Acer Chromebooks every month.

EDUCATION

Bachelor of Computer Science/Mathematics

Pepperdine University • Malibu, California • 2022 • 3.40

SKILLS

Frontend: HTML, CSS, JavaScript, Bootstrap, Angular, React Native

Backend: ASP.NET, C#, SQL, Node JS, MongoDB

Other: C++, Moq, Gherkins and SpecFlow, Python, Machine Learning