NICHOLAS CERISANO

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PROFILE

A collaborative and results-driven full-stack software developer who works with cross-disciplinary professionals in an agile environment to conceive, design and bring innovative products to market. A leader committed to continuous improvement that inspires teammates to raise standards in quality of software they build.

SKILLS

- Software testing (Unit, Integration, API, E2E)
- Self-starter with highly proficient analytical and problem-solving abilities
- End-to-end systems thinking ability with strong attention to detail
- Advanced written, oral and presentation skills

LANGUAGES	FRAMEWORKS	TOOLS
C, C#, C++, CSS, DART, F#, GO, HTML, JAVA, JAVASCRIPT, PYTHON, SQL, TYPESCRIPT	DOCKER, SPRING BOOT, NODE.JS, REACT, REDUX, EXPRESS, MATERIAL UI, BOOTSTRAP, FLUTTER, ANDROID STUDIO, SQLITE, SWAGGERHUB + READYAPI, UNITY ENGINE	GIT, JIRA, SONARQUBE, AZURE, READYAPI

EDUCATION

Lassonde School of Engineering, York University   2022
Specialized Bachelor of Computer Science

- Awarded an academic entrance scholarship
- Participant in annual hackathons

Certification – Microsoft Azure Cloud AZ-900   2022

WORK EXPERIENCE

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Software Developer II   *November 2023 - present*
Reporting to the Senior Manager of Software development, accountable for leading moderate sized or participating in larger corporate projects in a full stack web developer capacity using React and Java Spring.

- Leading a small agile team of four, redesigned and rewrote an internal business web application in a full-stack capacity to modernize for performance and simplify its future maintenance. Oversaw testing and its deployment to Azure cloud, improving application uptime from on-premises servers' uptime of 99.5% to 99.99%. Remained the product subject matter expert for the production team.
- Major contributor for a large, complex key business application in a full-stack capacity, working alongside Senior Software Developers and the customer stakeholders on an agile team where I prioritized, scoped, and delivered on the required features and changing business requirements.
- Lead the evolution of code for business applications in alignment with internal customer and legal specifications, collaborating with cross-disciplinary professionals for data specifications through to deployment to Azure.
- Performed code reviews and evaluated merge requests to the main branch in a GitLab repository.
- Lead or assisted senior developers in creating coding standards to improve consistency by using modern and relevant web technologies and libraries that improve developer experience and feature completion.
- Writing unit tests actively with app development to minimize regressions and maintain high code coverage greater than 90%.

Software Developer I   *April 2022- November 2023*

Full stack web development role over multiple internal web software projects. Sole developer on a frontend rewrite project I planned and pitched to elevate to company design standards and created a sustainable, extensible codebase with minimized technical debt.

- *Facilitated reaching 90% project code coverage of full stack using SonarQube, reducing hard-to-find code smells and bugs.*
- *Delivered API testing using ReadyAPI, achieving 95% coverage of all endpoints. This resulted in a 30% reduction in API-related production defects, 90% reduction in manual API testing time. Overall API reliability improved, with 25% fewer reported incidents in production.*
- *Reduced code complexity by 30% in frontend applications and improved API call performance by 50% in response times and reduced repeat API calls by integrating redux toolkit (rtk-query) in frontend codebases, resulting in noticeably smoother user experience.*
- *Provided ongoing support and code reviews for 3 interns and 2 new hires, contributing to their rapid integration into the development team.*
- *Consistently delivered 95% of sprint goals through effective daily team communications and scrum practices.*
- *Recognized as a top performer and promoted to Software Developer II within 18 months, faster than the typical 24-month cycle.*

Software Developer Intern   *May – Aug 2021; May to Aug 2019*

Multiple summer internships as a full stack web developer rewriting internal web software to drive efficiencies and UX. Completed QA test automation development to eliminate manual testing.

- *Implemented end-to-end test automation with Puppeteer, covering 90% of critical user flows, slashing regression testing time from 2 days to ~2 hours per release, and contributing to a 30% reduction in post-release bugs.*
- *Spearheaded the adoption of TypeScript in frontend projects, which allowed the team to catch an average of 5-10 potential issues per sprint before the software was run, rather than in a testing environment.*
- *Presented project outcomes and technical solutions to management, showcasing the value of internship contributions.*
- *Only intern offered a full-time Software Developer I position at the end of 2021 work term, based on exceptional contributions and technical skills.*

Open Source Projects

Personal tech projects to develop technical knowledge outside of work and for fun!
NEngine (An Engine): https://github.com/EpicNicks/NEngineEditor
A game engine/editor combination written in C# with WPF and SFML for making simple 2D games.

Other Experience

Certified National Lifeguard & Swim Instructor   *Part-time and Summers: 2016-2018*

Worked for the Aquatic program for 3 years; teaching students swimming and life-saving skills. Met with parents and guardians to discuss ways to help their children improve their swimming proficiency.

- Taught swimmers from pre-school to adults at all levels of proficiency how to swim.
- Assessed and coached swimmers on their performance. Where appropriate, discussed results with parents/guardians.
- Provided lifeguarding support to the City of Toronto's largest pools, ensuring patrons followed pool regulations and performed life-saving procedures when necessary.

References available upon request