

Emanuele Cammarata

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Gender: Male **Date of birth:** 28/10/1996 **Nationality:** Italian

WORK EXPERIENCE

[24/01/2022 - Current]

Software Engineer

Proximus

City: Brussels **Country:** Belgium

Full-Stack developer in low code mobile project as frontrunner for the team in a distributed enterprise environnement with Agile approach for native and responsive apps using µservices architecture and rest API.

key technology used:

React-native, git , jest, UML, Jira, Mendix, Agile

[23/03/2021 – 22/01/2022]

Back end Developer

Moneynet S.p.A.

City: Palermo **Country:** Italy

Java-Spring software developer and tester in the fintech industry with µservices

architecture and rest API.

key technologies used:

Spring-boot, Spring-Security, Hibernate, MySQL, Postman

[15/11/2020 – 22/03/2021]

Software Engineer

Randstad technologies

City: Palermo **Country:** Italy

Junior program for software engineers oriented towards training and job hunting.

key technologies used:

Angular, React, SQL, MongoDB

[10/07/2020 - Current]

Web developer

Gaetano Motisi

City: Palermo
Country: Italy

Building and maintaining with wordpress an e-commerce from scratch.

PROJECTS [22/08/2023 -

22/08/2023 Project: Recoverability In AWS

I've started a journey to become an AWS Cloud Architect through Udacity's comprehensive course.

In this project, I tackled the challenge of creating highly available solutions to common use cases.

I built a Multi-AvailabilityZone, Multi-Region relational database setup and integrated it across multiple geographically separate AWS regions connecting and communicating with EC2 containers.

Additionally, I incorporated estimations of RTO (Recovery Time Objective) and RPO (Recovery Point Objective) to enhance the project's resilience.

Completing the circle, I also developed a website hosting solution through S3 that's versioned, ensuring that any unexpected data destruction or accidents can be swiftly and easily undone.

This hands-on experience has deepened my understanding of AWS services.

[10/09/2023 -18/09/2023 1

Project: Design, Provision and Monitor AWS Infrastructure at Scale

Continuing the AWS Adventure

This time I dived into cost optimization and scalable infrastructure using AWS tools.

I learned to identify cost-effective best practices, modernize traditional setups for performance, and explore serverless options when appropriate. Plus, I've finally mastered provisioning and de-provisioning infrastructure with AWS CLI and Terraform.

This hands-on journey has forged my AWS skills on both technical and business level

EDUCATION AND TRAINING

[19/09/2015 -19/03/2020]

Bachelor Degree in Software and Telecomunication Engineering

Università degli studi di Palermo https://www.unipa.it/

Address: Via Giovanni Pascoli, 6, 90133, Palermo, Italy

[16/08/2023 - Current] AWS Cloud Architect - Nanodegree Program

Udacity https://www.udacity.com/

Field(s) of study: Cloud architectures

Play a critical role in an organization's cloud computing strategy as an AWS Cloud Architect.

Plan, design, and implement secure cloud infrastructure in AWS at scale.

Designing and building high availability infrastructure, and to building scalable, secure, and cost-optimized architecture.

Explore and execute best practices and strategies around securing access to cloud services and infrastructure.

[10/12/2022 -03/06/2023]

Microservice Architect

Arcitura Education https://www.arcitura.com/

Field(s) of study: Architecture | Solutions | Cloud and Containerization

Final grade: Passed with Honors

Demonstrated proficiency in the technology architecture models and mechanics of microservice implementations and containerization environments, through the mastery of patterns, practices and industry-standard technologies required to engineer contemporary microservices.

[10/12/2022 -03/06/2023]

Microservice Professional

Arcitura Education https://www.arcitura.com/

Field(s) of study: Microservices Final grade: Passed with Honors

Demonstrated an understanding of service technology, microservices, APIs and service-oriented architecture (SOA), as well as knowledge of design principles for building services and assembling service-oriented solutions

[20/05/2020 -22/06/2020 1

Machine Learning Specialist

Arcitura Education https://www.arcitura.com/

Field(s) of study: Machine learning | Neural training models

Final grade: Passed with Honors

Demonstrated understanding how and where machine learning techniques are best utilized to produce business value, and knowledge of associated algorithms and system designs, as well as advanced model learning approaches and analysis practices.

[23/04/2020 -12/05/2020]

Artificial Intelligence Specialist

Arcitura Education https://www.arcitura.com/

Field(s) of study: Al | Neural networks

Final grade: Passed with Honors

Demonstrated understanding how AI practices can be utilized to perform data analysis and autonomous data processing, and knowledge of AI learning approaches and functional designs, as well as knowledge of neural networks.

Mendix Rapid Developer

Mendix https://www.mendix.com/

This certification serves as evidence of obtained fundamental understanding of Mendix and showcases the ability to participate in project teams and construct prototypes autonomously.

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

French

LISTENING A2 READING A2 WRITING A2

SPOKEN PRODUCTION A2 SPOKEN INTERACTION A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

General Development

Java | UnrealEngine | React Native | MongoDB | SQL | R programming | S pring Maven | C

Web Development

CSS | Node.js | JavaScript | Wordpress | React.js | HTML5 | Low Code (Mendix)

Project Management

Jira | UML | AGILE Methodology | Scrum | Confluence

Repository hosting service

Git | tortoise

Architecture

AWS Architecture | Microservice Architecture | Cloud-computing | Architectur e Design

HONOURS AND AWARDS

[10/06/2014] 1° Place MiniRobot 2014 "The Ecologist" ???profile.honour-

award.edit-form.institution???: University of Catania

Robot competition for Highschools

Competition Highlights:

• Robot Design: Build a unique and innovative robot using the LEGO Mindstorms kit.

- **Procedural Programming**: Write code to control your robot's behavior using procedural programming concepts.
- **Missions**: Complete a series of missions that test your robot's capabilities, problem-solving skills, and precision.
- **Teamwork**: Collaborate with your teammates to strategize and refine your robot's performance.
- **Creativity**: Think outside the box to find creative solutions to the challenges presented.

[10/06/2013] **3° Place MiniRobot 2013 "The Interior designer" ???profile.honour-award.edit-form.institution???:** University of Catania

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