

Lawrence Sanzogni

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SKILLS

Front End | JavaScript, React, Axios, HTML, CSS, Redux, threejs, react-three/fiber, React-Native

Back End | Node.js, Express, PostgreSQL, MongoDB, MySQL, RESTful API Development, Mongoose, Sequelize

Testing/Deployment | Jest, Mocha, Chai, AWS, EC2, Docker, K6

Developer Tools | Git, Webpack, Babel, Agile Methodology, Chrome dev, React dev, Postman, Xcode, Expo, GUI (PgAdmin)

Languages | French (advanced) | Italian (native speaker)

WEB APPLICATIONS

Hack Reactor | Software Engineer | Austin, TX (Remote)

May 2022 - present

SYSTEM REDESIGN OF PERN REVIEW AGGREGATOR | <https://github.com/Team-Dagobah>

Built a RESTful API service for a clothing website that can handle web scale traffic of up to 120 000 client requests per minute.

- Designed and implemented PostgreSQL database to improve the retrieval and organization of over 20 million records of legacy user data.
- Identified system bottlenecks through stress testing and report analysis and improved the latency of client http requests to take as little as 36ms by refactoring SQL queries to omit expensive join statements and by pooling server connections.
- Implemented NGINX load-balancer to horizontally scale deployed application to 4 ec2 instances to increase throughput.

PROJECT ATELIER | <https://github.com/RFC2205-FEC-Io/FEC-Team-Io>

Architected UI components using ReactJS to update and improve the visual presentation of an e-commerce web application.

- Programmed an image gallery carousel to enable seamless animated transitions between product images for visual appeal as well as improved clarity and organization.
- Created a state management system with React for the thumbnail gallery that allowed for a clear and ordered selection of and transition between product styles.
- Built RESTful API service using Node.js and Express for fast and efficient retrieval of product data.

MVP PLANETS | https://github.com/Lawsan92/MVP_planets

Built a web application that allows users to interact with and create custom 3D models of planets.

- Mapped 2D image skins over 3D meshes using React hooks and threejs texture loaders to add color and detail to models.
- Designed an efficient state management system using React hooks to enable swift and dynamic rendering of 3D UI elements as well as quick exchange of planet data between browser and database.

GUITUNE | <https://github.com/Lawsan92/guiTune>

Designed a mobile guitar tuner application for musicians that converts audio data to a single pitch value.

- Implemented FFT algorithm to capture audio data and convert it into a single Hertz pitch value
- Dynamically rendered audio data as a visual, graphical waveform component using React-Native Animated CSS.

WORK EXPERIENCE

Trader Joe's | Section Leader | Delray Beach FL | Austin, TX

Aug 2016 - Feb 2022

- Responsible for all aspects of a top-4 product department including but not limited to: analysis and interpretation of sales data, inventory management, team management, development and enforcement of department standards.

Freelance | Software Engineer | Austin, TX

Aug 2022 - present

- Independently engaging in software development lifecycle practices to ensure timely completion of deliverables for clientele. Among my practices are drawing low and high fidelity wireframes, implementation of testing libraries for CI and CD in order to avoid backtracking and deployment of products using web services such as AWS and godaddy.

EDUCATION

Hack Reactor/Galvanize | Advanced Software Engineering Immersive | US Remote

May 2022 - Aug 2022

- 1000 + hrs of hands-on training in full stack development by working in engineering teams under an agile work environment.

Università Telematica Internazionale Uninettuno | Laurea Triennale in Informatica (Bachelor's of Computer Science) | Rome, IT

Sept 2016 - June 2019