

Leonardo Nigro

Computer Engineering

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TECHNICAL SKILLS

Programming Languages: JavaScript, Python, C++ , Java, SQL, JSON for HTTP

Frameworks and Services: React, Azure, Flask, GitHub, Azure DevOps, MS Power Platform, SharePoint

PROFESSIONAL EXPERIENCE

Software Developer Co-op | Government of Canada

June 2024 – June 2025

- Sole developer of a department-wide Photo Contest portal, enabling employees to submit, view, and vote on photos; supported user-generated content, custom metadata, and interactive UI.
- ▶ Recognized with an award by the Government of Canada Workplace Charitable Campaign for this contribution.
- Co-led development of a Conflict of Interest Declaration System for over 100,000 users; digitized 100% of the Value and Ethics team's manual process and reduced their workload by 50%.
- Implemented role-based access controls using Microsoft Entra ID (Azure AD) and configured SharePoint security for scalable permissions.
- Managed the full SDLC: from Figma prototyping and UML modeling, to requirement gathering, client demos, UAT coordination, and production release.
- Facilitated stakeholder meetings and led Agile sprint planning, ensuring iterative feedback and strong alignment across technical and non-technical teams.

Student Software Developer | Life of A Server INC.

April 2023 – Dec 2023

- Proficiently used Typescript with React to ensure scalable industry-standard code.
- Maintained AWS EC2 and RDS instances for E-Commerce center leveraging a monolithic architecture.
- Documented sprints, story points, logs, issues, bugs, source control, and workflows through GitHub.

PROJECTS

WEATHER DATA ANALYSIS | Personal Project

February 2024

- Developed a Python web-scraping script to pull live data from weather.gc.ca and store in document style database, collecting data from 100+ cities.
- Utilized GitHub Actions to automate scripting calls to every hour allowing for a constant stream of data.
- Plotted best fits, percentile error, standard deviation and regression through
- Integrated beautifulsoup4, and pillow to facilitate the download of scraped images and temporarily cache them for immediate retrieval without API calls.

POWERPOINT GPT | Personal Project

February 2022

- Developed a fully functional Python wrapper to interact with GPT-4.0 API access keys, seamlessly incorporating python's capabilities into PowerPoint generation.
- Integrated python-pptx, to develop automated presentation generation. Facilitated dynamic slide creation using content generated by GPT-4.0, enabling rapid production of professional-quality presentations.

Astro Brick | Personal Project

May 2021

- Created a retro style mini game in JavaScript for web with player lives, a pause menu, and immersive controls.
- Due to a lack of game engine, mouse tracking, player movement and collisions all hard coded in JS

EDUCATION

The University of Guelph | Bachelor of Engineering Computer Engineering Co-op

April 2027

Relevant Courses Software: Data Structures, Object Oriented Programming, Discrete Structures in Computing

Relevant Courses Hardware: Computer Architecture, Digital Design, Computer Organization, Electric Circuits