

MATTEO GISONDI

Software Engineer

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📍 Montreal, Canada

in matteo-gisondi

🔗 MatteoGisondi

TECH STACK

Python Go HTML CSS

TypeScript

Docker OpenStack Ansible

Kubernetes Git Terraform

CI/CD

MySQL PostgreSQL SQLite

GraphQL

FastAPI Django Flask

Vue

LEARNING

Rust Svelte Redis CKA

SOFT SKILLS

Communication Confident

Problem Solving Organized

Critical Thinking Fast Paced

Self Motivated Collaborative

Quick Learner

LANGUAGES

English: Native

French: Professional

Italian: Conversational

Spanish: Conversational

ABOUT ME

Driven, resourceful and results-oriented Software Engineer with 5 years of experience. A passion for coding and a strong foundation in DevOps. Aptitude for problem-solving and a passion for innovation.

EXPERIENCE

Software Engineer @ OVHcloud

📅 09/2023–current

📍 Montreal, QC

- Deploy and maintain a platform that allows thousands of clients to provision virtual machines and bare-metal hosts on an multi-region OpenStack infrastructure.
- Ensure product quality with solid automated testing and end-to-end checks for 100+ repositories.
- Collaborate with dev and infra teams to ship reliable, scalable cloud services on bare-metal, virtualized, and containerized environments.
- Maintain and improve the entire 50+ member team's documentation deployment and standards, ensuring clarity, currency, and simplicity.
- Maintain CI/CD pipelines ensuring seamless automation for builds and deployments.

Software Engineer (Co-op + Contract) @ Shared Services Canada

📅 05/2022–05/2023

📍 Remote (Canada)

- Explored and tested new solutions to expand the capabilities of the Datahub platform for internal clients.
- Built C# components in a Blazor codebase to support evolving product needs.
- Designed and ran machine learning experiments in Azure Databricks to highlight future use cases for the platform.
- Deployed experimental Kubernetes clusters for tools like Tailscale, Kubeflow, and Kube-Virt using Infrastructure as Code to assess their value for internal adoption.
- Gained hands-on experience with cloud infrastructure, DevOps workflows, and container technologies.

Cyber Security Engineer (Co-op + Contract) @ Royal Canadian Mounted Police

📅 05/2021–12/2021

📍 Montreal, QC

- Deployed a scalable Python project using Docker, resulting in efficient deployment and improved performance.
- Interfaced with various Rest APIs and developed a custom Rest API wrapper, demonstrating expertise in API integration and creation.
- Maintained strict confidentiality and security protocols, with some additional details available upon request.

QA Engineer (Co-op) @ Nuance Communications

📅 09/2021–12/2021

📍 Remote (Canada)

- Created Gitlab CI/CD templates to automate the process of uploading Xray violation data as a Jira ticket within the Gitlab CI/CD pipeline, improving security incident response time.
 - Enhanced team productivity and simplified the developer workflow by contributing to the Python Xray Client Project.
 - Developed a Python interface for qTest REST API, retrieving test run data for all Analytics projects and improving data analysis, demonstrating expertise in API integration.
 - Centralized application data in Confluence pages by uploading collected data using Confluence API, resulting in improved collaboration and visibility.
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EDUCATION

Bachelor of Engineering in Software Engineering (Co-op) @ Concordia University

📅 2019–2023

📍 Montreal, Canada

- GPA: 3.4
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Diploma of College Studies in Pure and Applied Science @ Marianopolis College

📅 2017–2019

📍 Montreal, Canada

- R-Score: 32.3
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PROJECTS

Home Server 🔄

📅 ongoing

- Set up and self-hosted a Home Server, demonstrating expertise in server management, infrastructure design, and cloud computing.
 - Configured a VPN for external access, ensuring secure and reliable remote access to the Home Server.
 - Deployed personal services such as Nextcloud, Jellyfin, and Bitwarden using Docker, showcasing proficiency in containerization and virtualization technologies.
 - Utilized Traefik as a reverse proxy, demonstrating expertise in networking and web services management.
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Capstone Project: Chess Boom 🔄

📅 09/2022–04/2023

- Showcased comprehensive skills in application development, infrastructure design, and project management as part of a Capstone project during my Software Engineering undergraduate studies.
 - Contributed to the innovative Chess Boom Application, a platform for analyzing downloaded chess games and supporting multiple variants, utilizing cutting-edge .NET framework Avalonia.
 - Demonstrated ability to leverage external resources and integrate third-party libraries like Stockfish and Fairy-Stockfish for advanced functionalities, and integrated with lichess.org.
 - Led the design of the project's robust and scalable infrastructure as the sole deployment contributor, ensuring high performance and reliability.
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INTERESTS

- Homelab: Experienced in setting up and configuring home-based computer systems for learning and experimentation, with a focus on virtualization and networking technologies.
- Chess: Casual chess player, with a Lichess rating of 1700.
- Scripting: Proficient in developing scripts and automations for various tasks using languages such as Python, Go, and Bash, with projects available on GitHub and my Portfolio.
- Computer Hardware: Deep interest and knowledge in computer hardware components and technologies, including CPUs, GPUs, storage devices, and motherboards.