SAMUELE MUSAZZI

Full Stack Developer

PROFILE

I've been developing applications since the age of 13.

Although, my passion for IT was a born couple of years before that, when I received my first computer as a gift from my family, at the age of 9. From there on, my life's path was clear, I wanted to work in this world.

I think that developing softwares is like making art: every single line of code, just like the painter's stroke, is of crucial importance in the successful making of any type of project, whether big or small.

EMPLOYMENT HISTORY

Software Engineer, Triman GmbH, Chiasso, TI, Switzerland
JUNE 2021 — PRESENT

- Responsible for the full stack development of Web Applications, planned and executed through the Agile SCRUM methodology.
- CI/CD (Continuous Integration/Continuous Development) of the projects using the most recent Cloud technologies (e.g.: Microsoft Azure) and Pipelines.
- Team coordination with sprint plannings, effort estimation and retrospectives done through Azure DevOps.
- Documentation drafting of all the developed functionalities.

Team Lead Research & Development, OperaLogica, Garbagnate Milanese, MI, Italia
JULY 2019 — JUNE 2021

- Documentations and customer requests analysis from the ground up in order to develop the roadmap and organizing work.
- Analysis & development of Web Applications/SPA/SSGs with the most recent web frameworks and libraries (e.g. React)
- Analysis & development of back-end infrastructure for data fetching and processing through web APIs (ASP.NET, .NET Core, C#, Docker, Kubernetes, Azure, SQL Server, EF Core...)
- Project integration with the current major cloud technologies available (e.g. Azure)
- Continuous research & development on the outcoming technologies for building innovative software solutions
- Organization with the team through the AGILE methodology in order to deeply understand the work that has been done previously and optimize tasks at their best

Internship Back-end Developer, STM Automazione, Nerviano, MI, Italia

- Phone customer care
- Networking and hardware maintenance
- Development of robotic arm done in C++ & MFC and installation done on field in a northern Italy engineering company
- Analysis & development of a C++/CLI WinForm application to be installed on a laser cutting machine

Sviluppatore FullStack Freelance, Nerviano, MI, Italia

APRIL 2018 — PRESENT

I take care of developing softwares, Web Apps and websites for hire

EDUCATION

Diploma, I.T.I.S. Stanislao Cannizzaro, Rho, MI, Italia

SEPTEMBER 2014 — JULY 2019

Diploma in IT & Networking solutions

LINKS

LinkedIn

SKILLS

Git	Python
React	Java
JavaScript/Typescript	.NET Stack (C#, .NET Framework, .NET Core, ASP.NET, EF/EF Core,...)
C/C++	SQL/SQL Server
Requirements analysis and customers interview	Roadmaps preparation for planning work
Team organization	AGILE Methodology
Microsoft Azure	DevOps
Docker/Kubernetes	Flutter

PERSONAL PROJECTS

Web Scraping

JULY 2017 — SEPTEMBER 2017

Web scraping project with Selenium + Python to collect useful and filtered data to be fed in an AI model for price prediction.

Shouldi

SEPTEMBER 2020 — PRESENT

Social network written with the .NET Stack (back-end, API), Flutter (mobile) & React (web) for opinions sharing with tools for analytical insights, charts and future predicted performances.

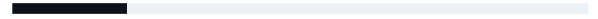Mainly business oriented social network.

COURSES

Certificated Microsoft Azure Developer: AZ-400 - Designing and Implementing Microsoft DevOps Solutions, Microsoft

OCTOBER 2020 — JANUARY 2021

LANGUAGES

Inglese

Spagnolo

HOBBIES

There would be a lot of things I would love to talk about to no end, but to be brief I'm going to limit myself to only a few of my favourites:

• Bonsai

• Videogames, in particular Indie and Roguelike genre

• Cars

• Watches

• Reverse Engineering

We can also say that, for any given scenario, if I happen to find something that really sparks my attention, I spend day and night trying to understand its in's and out's to get a more detailed view of everything that goes on behind the scenes.