# **Thomas Stufano**

## Software Engineer

Last update: August 1, 2024

Up-to-date version of CV is available at

https://Twenyone.github.io/cv

♠ Residence	<u>Mira, Venice, Italy</u>
<b>►</b> Email	thomas.stufano@gmail.com
<b>○</b> GitHub	<u>Twenyone</u>
in Linkedin	<u>Thomas Stufano</u>

Young developer with a strong passion for IT since childhood. In my work experience I've been focused on developing .NET and React Native based software. I believe that teamwork is fundamental in large-scale software development. Continuous learning and a healthy work-life balance are essential to me. My hobbies are: gym, books, movies, TV series, travel, and gaming.

# **Professional Experience**

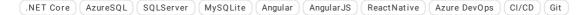
#### **ä** since October 2020

- 🛱 Bizeta Retail Solutions srl | a Custom company / Custom S.p.A
- Mestre and Mira, Italy
- 📤 Hybrid

### Software Developer

My first experience in Bizeta was working for the GShop Suite making small integrations and by creating an ETL connector (.NET Core) for GShop Suite and <a href="IdStore">IdStore</a> to replace older handhandled Windows CE devices with newer Android ones (Xamarin Android). Two years ago i was moved into the development team for <a href="OneStore">OneStore</a>, which is part of the Software Business Unit of Custom S.p.a. OneStore is a point of sale solution for the retail fashion and luxury sector. The Backend is developed in its entirety with .NET and recently I started developing more and more on the frontend side in ReactNative and bundled with <a href="Expo.">Expo.</a>.

Other technologies used: SQL Server, Azure SQL Server, MySQLite, Azure Dev For version control and branch workflow: Git with Azure DevOps, GitKraken (Git GUI), using release branch workflow with pull request policies



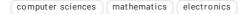
# Education

#### **=** september 2014 - july 2020 · 5 years

- TITIS C. Zuccante
- Mestre (Venice), Italy
- ♠ In-person

### High School Diploma in IT

Specialized subjects studied: mathematics, computer science, statistics, electronics.



# **Additional Experience**