

ALEXANDER FRADIANI

Systems Engineer

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PROFILE

- 5 years as Chief Technology Officer of several cofounded software development startups. Team leadership, planification and execution of wide variety of projects (see “Relevant Projects”).
- 7 uninterrupted years as software developer, with advanced expertise level for multiple programming languages and beginner-to-intermediate level for recent languages, frameworks and programming tools (see “Relevant Skills”).

EDUCATION

- Universidad de Margarita. Nueva Esparta, Venezuela.
Systems Engineering. *Cum Laude*. 2008.

EXPERIENCE

- **Visionware International (2013 - present)**. Caracas, Venezuela / Panama City, Panama.
Cofounder, Chief Technology Officer. Responsible of office operations in Caracas, leading a team of developers working with multiple consulting projects for clients. Responsible for software research and programming for company new products initiatives.
- **Maxnegocios (2012)**. Caracas, Venezuela.
Web & mobile developer. Responsible for the creation of rich web interfaces for enterprise solutions.
- **Tocamobi (2010 - 2011)**. Nueva Esparta, Venezuela.
Cofounder, Project Manager and Programmer. Company specialized in development of mobile software and videogames.
- **Infomedios (EAC, C.A) (2008 - 2010)**. Nueva Esparta, Venezuela.
Programmer, System analyst, Team Manager. Company dedicated to development of kiosks interactive software, website development, and advergames design.

- **Universidad de Margarita (2008).** Nueva Esparta, Venezuela.
Professor of “Programming Techniques” and “Data Structures” undergraduate academic courses.
- **Instituto Universitario Santiago Mariño (2008).** Nueva Esparta, Venezuela.
Professor of “Mathematics I” and “Programming Languages” undergraduate academic courses.

RELEVANT SKILLS

- Currently focused in developing an expert skillset with MEAN-based tools (Mongodb, Express, Angular, Node), ES6, HTML5, CSS3, unit-testing & e2e-testing through Karma+Jasmine+Protractor.
- Prior advanced experience in Web Development with: PHP, HTML, XML, Javascript, advanced use of AJAX in client code, JSON, JQuery. Eclipse, Netbeans, Adobe development tools (Dreamweaver, Fireworks, Photoshop, Air, Flex, Flash).
- Advanced development under CakePHP Framework, social and user management plugins, ACL and extensive use of MVC paradigm for web applications.
- Design and implementation of databases Mysql, Microsoft SQL Server, PostgreSQL, SQLite, MongoDB.
- Development with mobile platform tools: Iphone, Android, Nokia, Blackberry. Experience creating projects with Phonegap / Cordova libraries, hybrid web / native code.
- Knowledge implementing advanced libraries for graphics: OpenGL, OpenGL ES, physics simulation, XML parsers.
- Experience with other native programming languages: C, C++, C#, Pascal, Basic, Java, (Python, Perl and Ruby, at a basic level).
- Development under multiple Operating Systems: GNU Linux, Mac OS X, Microsoft Windows.
- Understanding and practical use of several Software Development Methodologies, Agile Methods, Scrum, UML, RUP. Custom application design/planning techniques.
- Languages: Spanish, English.

RELEVANT PROJECTS

- **“AlxFX” Proprietary Foreign Exchange Backtesting System.** Testing environment developed under Java platform, designed to simulate foreign exchange markets and test

performance of a variety of automated trading strategies and financial indicators. **Visionware International (2015).**

- **3TechPay / MyPay.** Electronic commerce and virtual mall system developed for the company 3TECH in Panama City. The development included the architecture for the entire platform, web and mobile interfaces, database design, and shopping-carts, catalog and administration modules. **Visionware International (2013-2014).**
- **3TechFastHelp.** Remote assistant system developed for the company 3TECH in Panama City. The software incorporated mobile applications for IOS and Android systems, which communicated with a web server under cakePHP framework. The app was used by clients to report assistance requests for multiple different types of services, which were customizable by an administrative panel. **Visionware International (2013-2014).**
- **“Maxnegocios” Solutions.** Development of social functionalities from scratch, personalized blog, contacts management, and integration via Rest API with Facebook and Twitter social networks. **Maxnegocios.com (2012).**
- **“The Hungry Pigs” app.** Mobile videogame for iOS and Android platforms, created with hybrid library adapting native code. **Tocamobi (2011).**
- **Independence 200 Website.** Interactive timeline with historical events dynamically loaded from server data. This application was developed as part of a campaign by the Ministry of Culture of Venezuela. **Infomedios (2011).**
- **PintArte Facebook app.** Drawing and art app for promotion of national cultural event, integrated with webcam reading for taking and editing pictures inside the interface. **Infomedios (2011).**
- **National Art Museum Virtual Gallery.** Interactive visual environment with dynamic loading of pictures, 360 animations and audio files. This system was developed as part of a campaign by the Ministry of Culture of Venezuela. **Infomedios (2011).**
- **“Procesión” Multimedia app.** 3D animations rendered with photogram sequences responsive to user interaction, created to illustrate several historical events. **Infomedios (2011).**
- **Warstila Demonstrative Software.** Utility to illustrate several features of the energy production company, creating virtual plants in a tile-based game, and map navigation through their facilities. **Infomedios (2011).**
- **Economic Cycle Educational Game.** created for Bellas Artes Museum, it's a game with several Role Playing features with the purpose of showing economical dynamics under colonial periods. **Infomedios (2010).**
- **Penalty Simulation Prototype.** Virtual soccer penalty game, using Wii remote technology to receive input from users. **Infomedios (2010).**
- **La Vela Informative software.** Browsing directory for Kiosk interfaces, implemented physically on several spots inside Mall complex. **Infomedios (2010).**
- **PSO Interactive Map.** App developed to show multiple industrial projects being under construction throughout the Orinoco area in Venezuela, carried by Petróleos de Venezuela (PDVSA). **Infomedios (2009).**

- **“Prolisanta”, “Domino”, and “FutbolPong” Advergames.** Series of three promotional videogames with Christmas or particular holidays theme, connected with data loaded from stocks for keeping track of inventories of products under promotion, sponsored by a latin american renowned reseller company. **Infomedios (2009).**
- **SIDIREP intranet and Web Applications.** Informative system and network of modules for consulting of refinery intranet data, installed in multiple points inside “El Palito”, part of PDVSA. The system was developed to display several internal files and information from the refinery database and intranet. **Infomedios (2008).**
- **“infomedios.com.ve” EAC website.** Programming and design implementation with most recent web standards at the time. **Infomedios (2008).**

*For more details about the software projects I have developed or been part of, please visit my personal website **www.fradiani.com/software***