JUAN EDUARDO CHAVEZ

Objective: I seek a technical professional opportunity that enables me to showcase my strong work-ethic, cultural awareness, and passion toward exploring the latest technologies. I'm looking to apply my Computer Science, Cloud Computing, and Cloud Governance skill sets within a professional setting.

SKILLS

Technical

- .NET
- C++/C#
- SQL
- Python
- HTML/CSS
- JavaScript
- Git
- Azure Cloud Services
- Azure DevOps
- Power BI - Power Platform
- Microsoft 365

Other

- Native Spanish Speaker
- Risk & Change Management

CERTIFICATIONS

- Microsoft 365 Fundamentals
- Microsoft Azure Fundamentals
- Microsoft Azure Administrator Associate
- Microsoft Teams Administrator Associate
- ITIL® 4 Foundation - IT Service Management Certification

ACADEMIC BACKGROUND

Michigan State University (MSU)

Major: Computational Mathematics B.S.

Minor: Computer Science

Graduation: May 2021

- GPA: 3.5/4.0

ORGANIZATIONS

Microsoft HOLA Dallas - Fort Worth

University Relations Lead

Accountable for establishing and maintaining strong relationships amongst academic institutions by coordinating recruitment and professional development activities, particularly for underrepresented Hispanic communities

CONTACT & LINKS

Current Address: Hudsonville, Michigan

Phone: (616) 375-2955

Email: juanechavez16@gmail.com

LinkedIn: www.linkedin.com/in/chavezjuane

Personal Site: https://chavez-ju.github.io/

GitHub: https://github.com/chavez-ju

EXPERIENCE

Cloud Solution Architect

Microsoft | *August 2021 - February 2024 | Remote*

- Part of a global delivery team, Culture & Cloud Experience (CCX), that works with enterprise customers to accelerate Microsoft Cloud Adoption by aligning People (Culture), Process (Governance & Operations), and Technology
  - Conducted architectural development as an **Azure Infrastructure** subject matter expert, providing both strategic and technical guidance to **50+ enterprise customers**, ultimately grossing **$10M from Azure Consumption Revenue**
  - Developed software using tools like **C#**, **JavaScript**, **.NET**, and core Azure services like **App Service**, **Dev Box**, **App Configuration**, **and Monitor**. Leveraged software development management tools, such as **Azure DevOps**, to foster collaboration among developers, project managers, IT leaders, and other key stakeholders
  - Developed both strategic and technical **policies** to help manage and prevent IT issues in areas like **security**, **compliance**, **cost optimization**, **resource consistency**, **governance**, and overall management of Azure resources
- Assisted with the development and maintenance of multiple Microsoft Intellectual Property (IP) assets for **Azure, Power Platform, and Microsoft 365**
  - IP is used by Microsoft engineers to drive value to customers through upskilling on best practices and guidance on how to more effectively and efficiently adopt and govern Microsoft technologies
  - The Microsoft engineers who leveraged these assets generated **$50M in revenue** for our practice, CCX

Software Developer

Michigan State University (MSU) College of Engineering

May 2020 - August 2020 | East Lansing, MI

- Designed and developed the **Game Theory: Simulation Tracker app** (see PROJECTS)
  - Tool was possessed by the team at Avida-ED and widely distributed to students in the Natural Sciences department at MSU. This led to several classrooms utilizing this tool for educational purposes, resulting in **hundreds of users per year**

Teaching Assistant

Michigan State University (MSU) College of Engineering

January 2020 - August 2020 | East Lansing, MI

- Educated **90 Computer Science and Engineering students** through weekly class instruction, ultimately resulting in a **100% pass rate**, on the following course objectives:
  - Continuation of object-centered design and implementation in **C++17**
  - Data abstraction and classes to implement abstract data types
  - Static and dynamic memory allocation
  - Data structure implementation and algorithm efficiency

PROJECTS

Game Theory: Simulation Tracker

- Developed a web application allowing local configuration, runtime execution, and real-time monitoring of evolutionary game theory simulations (e.g. Prisoner's Dilemma) using cultured virtual organisms
  - **C++, JavaScript, and the Emscripten Compiler** were used to write and run the necessary algorithms that allow for various simulation types
  - **HTML, CSS, JavaScript and Empirical's Web & Config libraries** were used to develop the front-end user interface