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. Looking to apply my Computer Science, Cloud Computing, and Cloud Governance skillset 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 connections amongst academic institutions by coordinating recruitment and professional development activities, particularly for underrepresented Hispanic communities

CONTACT & LINKS

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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 for **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 manage Microsoft technologies
  - The Microsoft engineers who leveraged these assets generated **$50M in revenue** for our practice, CCX

Software Developer
Michigan State University College of Engineering - Digital Evolution
May 2020 - August 2020 | East Lansing, MI
- Designed, implemented, and deployed the Queue Manager tool (see PROJECTS below) for the open-source Empirical library, utilizing **C++, HTML, CSS, and JavaScript**
  - Tool was possessed and widely distributed to students in the Natural Sciences department by the team at Avida-ED. This led to several classrooms utilizing this tool for educational purposes, resulting in **hundreds of student users per year**

Teaching Assistant
Michigan State University College of Engineering - Computer Science
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

Queue Manager for Empirical library
- Created an application for the Empirical library that allows users to locally configure, run, and queue evolutionary game theory simulations (e,g, Prisoner's Dilemma) with cultured virtual organisms
  - Primary technologies used were **C++, HTML, CSS, JavaScript, and Emscripten**
  - **Empirical's Web & Config tools** were also utilized to source the algorithms necessary to allow user configuration for various simulation types