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#
- SOL
- Python
- HTML/CSS Microsoft 365
- JavaScript
- Git

Other

- Native Spanish Speaker
- Risk & Change Management

CERTIFICATIONS

- Microsoft 365 Fundamentals
- Microsoft Azure Fundamentals
- Microsoft Azure Administrator Associate

• Azure Cloud Services

Azure DevOps

Platform

• Power BI - Power

- 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

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 worked with enterprise customers to accelerate Microsoft Cloud Adoption by aligning People (Culture), Process (Governance & Operations), Technology, and Partners
 - Primary area of expertise in **Azure Infrastructure**, with an emphasis in **Adoption** Acceleration and Operational Excellency. Secondary in M365 and Power Platform
 - Implemented, Troubleshooted, & provided Education on core Azure services, including but not limited to, Azure Governance Services, Automation, Monitoring, **Cost Management & Billing, and the Developer Tools** to **50+ customers** looking to migrate to, develop and/or maintain a cloud centric environment. This ultimately led to the generation of \$7.5 million in Azure Consumption Revenue (ACR) from the **CCX** business
 - Azure Sandbox and DevOps were used to simulate and document customer progression with Azure maturity
- 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 utilized these respective assets grossed in \$50 million of revenue to the CCX business

Software Developer Intern

Michigan State University College of Engineering - Digital Evolutions | 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 and 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
 - Continuation of object-centered design and implementation in C++
 - 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