

Daniel Ponturo

ABOUT ME

Software Engineer with experience in Web Development
React | Typescript | Node.js

EMAIL

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LINKEDIN

[linkedin.com/in/danielponturo](https://www.linkedin.com/in/danielponturo)

WEBSITE

danielponturo.github.io

LANGUAGES

Italian - Native
English - CAE (C1)
Japanese - JLPT N2 (B2)

EXPERIENCE

JULY 2022 - PRESENT

Associate Software Engineer | Ivanti | Daresbury, United Kingdom

Continued work in team developing internal **DevOps tooling web app**:

- Took ownership of the app's infrastructure, conducting a **documentation and testing effort**, enforcing best practices
- Played a pivotal role in **introducing TypeScript** to the project, providing an additional level of quality to the delivered product
- Engaged in the **redesign of the app's UI** using modern React libraries and implementing reusable components, bettering user experience and maintainability at the same time
- Refactored the app's RESTful API to sever ties with the ADO dependency, **developing a CRUD system** fully managed by the team, consequentially improving scalability
- Mentored and took part in the **training of new interns** in the team, as well as assisting the interview process
- Supported engineering-wide push to **integrate** GitHub Actions and Azure DevOps based **CI/CD pipelines** with the app in order to supply teams with useful run reports

SEPTEMBER 2020 - JUNE 2022

Software Engineering Intern | Ivanti | Daresbury, United Kingdom

Part of a team developing an internal **DevOps tooling web app** based on Azure DevOps items:

- Learned to **leverage the full tech stack** in use by the team, which included React, Node.js, MongoDB and Kubernetes, in order to deliver the features required
- Contributed to the **integration of 3rd-party application security tool APIs** - like Black Duck and Coverity on Polaris - into the product to provide a central source of truth for the rest of the engineering teams
- Created **integration with Azure subscriptions and MongoDB clusters spend** to offer useful insights on each of the teams' costing
- Supported the internal crowd-sourcing process of the app's data, and directly **interfaced with the main stakeholders** (engineering teams and managers) to gather requirements and discuss any possible challenges
- **Familiarised myself with DevOps practices** through direct involvement

EDUCATION

SEPTEMBER 2018 – JULY 2022

University of Liverpool | Liverpool, UK

Computer Science with Software Development with a Year in the Industry BSc (Hons):

- Learned about the underlying principles of Computer Science and Software Development, and how to apply this knowledge in a professional setting
- Spent a year on industrial placement at Ivanti, acquiring experience and awareness of real-world Software Development practices
- Graduated with a First-Class final grade

REFERENCES

References available upon request