Marco Endrizzi

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OVERVIEW

Roles: Junior DevOps and Cloud Consultant
Area: London and Reading
Remote working: Flexible
Availability: Immediate
Right to work: Pre-settled status (no sponsorship)

ABOUT ME

I am an **ambitious** and driven individual with an unwavering passion for **DevOps** and **Cloud Computing**. Originally from Italy, following the award of a scholarship I made the decision to relocate to England, where I have been pursuing my education and career since.

I am **committed** to staying up-to-date with the latest advancements in the field, by leveraging my innate ability to quickly grasp new concepts and **swiftly adapt** to emerging technologies. When it comes to projects, I take great pride in my attention to detail and always strive for **perfection**. I believe in delivering high-quality results and I am constantly motivated by my dedication to **achieve excellence** and **exceed expectations**.
With a strong work ethic and a **problem-solving mindset**, I embrace challenges with enthusiasm and confidence. I am eager to contribute my skills and knowledge to make a **meaningful impact** in any tech team.

EDUCATION

UNIVERSITY OF SURREY
BSc with Sandwich in Computer Science
2019 - Current | Guildford, UK
Final Year Modules:
* Distributed Systems
* Information Security Management
* Entrepreneurship and Innovation
* Project Management
* Advanced Challenges in Web Technologies

Current Aggregate Mark: 85

THE ARNEWOOD SCHOOL
Sixth form
2016 - 2018 | New Milton, UK
A*AAB (Maths, Physics, Italian, Biology)

GALILEO GALILEI
Scientific High School
2013 - 2016 | Bolzano, Italy

CLOUD CERTIFICATES

AWS Certified Solutions Architect – Professional
AWS Certified Solutions Architect – Associate
Microsoft Azure Administrator

SKILLS

CLOUD AND DEVOPS

Cloud providers ranked:
AWS • Azure • GCP • Firebase

DevOps technologies:
Kubernetes • Terraform • Docker • Ansible • Bash scripting • Jenkins • Helm • Gitlab CI/CD • Github Actions • Linux • Jira

PROGRAMMING LANGUAGES
Built large scale production apps with:
Python • JavaScript • SQL

Prefer to use in side-projects:
Rust • Golang

Familiar with:
Java • Elixir • Ruby • C++

SOFT SKILLS
Leadership • Initiative • Resourcefulness• Grit • Passion • Critical Thinking • Teamwork • Positive mindset • Problem solving

WORK EXPERIENCE

ONTOPIC | Cloud Consultant
Jul 2022 - Sep 2022 | Bolzano, Italy
* Tasked to publish the *Ontopic Studio* to the AWS Marketplace
* Refactored the app to a marketplace-ready state by meeting AWS security standards and best practices. Decided on the method of delivery based on the given technical and time requirements
* Standardized and automated the process of building the EC2 image with Packer and successfully published the product within the deadline given, achieving full customer satisfaction

SKY | Associate DevOps Engineer
Jul 2021 - Jul 2022 | Osterley, London
* Worked in two Agile teams completing Jira tickets
* Main responsibilities consisted of deploying cloud infrastructure with Terraform and EKS cluster
* Architected and led development for the migration of my team's first application to the AWS cloud
* Was entrusted to create several web-apps for the department
* Received many Sky stars and sprint awards for outstanding work

TEZENIS | warehouse manager
Oct 2018 - September 2019 | Bolzano, Italy
* Planned and led a small team to completely reorganise and restructure the warehouse
* First hand customer service experience

INTERESTS AND HOBBIES

Programming • Movies • Forex Trading • Esports • Light Novels • Cloud certifications • Formula 1 • Rhythm and retro games • Manga

PERSONAL PROJECTS

INVESTING BOT | PYTHON | 4 GITHUB ★
Built a framework that can be leveraged to design an automatic strategy placing trading orders with the OANDA API.

CS:GO SKINS BOT | PYTHON W/ SELENIUM
Created a Selenium bot that automates checking for best deals on CS:GO skins.

PSYCHOPOMPS | GDSCRIPT
Created a reaction-based, boss fight action game.

SORTING ALGOS VISUALISED | VUE.JS
Created an interactive visualization of sorting algorithms to learn Vue.js.

GODOT GAME | GDSCRIPT | 1 GITHUB ★
Coded a simple platformer in order to learn the Godot game engine.

MACHINE LEARNING | PYTHON ML LIBS
Set of Jupyter Notebook implementing projects from the O'Reilly book *Hands-on Machine Learning*.

WORK PROJECTS

ALPI | AWS + GOLANG + PYTHON + VUE.JS
- Was tasked to design a "one-fits-all" solution to standardise logparsing across Sky devices
- Implemented a static **Vue.js** web-app with a serverless backend engine responsible for orchestrating several other serverless **AWS** and **Azure** services, deployed with **Terraform**.
- Architected and deployed a visual pipeline editor, empowering dozens of engineers at Sky to process multiple logfiles in parallel
- Fully documented the project with **VuePress**
- Praised as the most complex student project undertaken within the Sky placement scheme

APK RELEASE NOTES | VUE.JS | SKY PROJECT
Was asked to create a web-app to allow Sky partners to easily generate a well-formed JSON. Completed the project in a single sprint.

CLOUD MIGRATION | AWS | SKY PROJECT
- Was entrusted to architect the first move of a proprietary application to the **AWS** cloud
- Designed, architected and presented to the team a detailed plan for the move. Created a **Jira** "Epic" for the project which was carried out by all team members across several sprints

CI/CD REFACTORING | SKY PROJECT
Refactored, modularised and streamlined the creation of **Gitlab CI/CD pipelines** across all team repositories.

FINAL YEAR PROJECT

NETNOTES | RUST | GRADE PENDING
- Created a **novel cryptographic protocol** to enable fully-private digital cryptographic transactions based on Mimblewimble and **One-out-of-Many proofs**
- Implemented the protocol in Rust and benchmarked it to prove that the protocol performance is competitive with other privacy solutions

ONE-OF-MANY-PROOFS | RUST | GRADE PENDING
- Improved the performance of the only Rust library implementing "One-out-of-Many proofs"
- The optimised library now attains **65%** smaller proof sizes and up to **96%** and **65%** improved proof generation and verification times respectively and is now the fastest implementation amongst all programming languages

UNIVERSITY PROJECTS

FRESHFARM | AZURE + VUE.JS | GRADE ACHIEVED: 100
Year 3 – Advanced Challenges in Web Technologies
- Built a production-ready application aiming to connect farmers to consumers seeking fresh-produce
- Used a fully serverless Azure backend using **Azure B2C**, **Functions**, **API Management**, **Web Pub/Sub** and **Container App** to host the **Docker** container
- A CI/CD pipeline was created with **Github Actions** to automate regression testing and deployment of services

POCOIN | ELIXIR + VUE.JS | GRADE ACHIEVED: 100
Year 3 – Distributed Systems
- An interactive visualisation of how a **cryptocurrency** and blockchain work under the hood
- Implemented a blockchain Node and a multi-threaded Wallet to simulate multiple users interacting with the blockchain at once. Frontend and backend were *dockerised* and deployed to an **AWS EC2 instance**.

NIGHTLYFE | GCP + FIREBASE | GRADE ACHIEVED: 100
Year 2 – Software Engineering Project
An **Android app** with Waze-like functionality, designed for British nightlife. Used **Firebase and GCP serverless services** to achieve a real-time serverless backend able to scale to million of users.

MOVIEBASE | RUBY | GRADE ACHIEVED: 100
Year 2 – Web Applications Development
A **Ruby on Rails application** using **PostgreSQL** and the TMDb API to allow users to explore, save, comment and rate any movie.

MORSE CODE | ASSEMBLY | GRADE ACHIEVED: 90
Year 1 – Computer Logic
Tasked with turning an **Arduino microcontroller** into a Morse code encoder and decoder. Learnt **Assembly** from scratch and successfully presented the project for the group.

TOURNEY BRACKET | PHP | GRADE ACHIEVED: 89
Year 1 – Web and Database Systems
An intuitive **PHP** and **MySQL** application to keep track of players participating in a tournament and update the state of the bracket.