

Enrico Serrano

Software Engineer

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SUMMARY

Aspiring developer with three years of experience in data extraction, transformation, and automation, driven by passion for problem solving and optimising workflows to enhance efficiency.

EXPERIENCES

IDEXX (EZYVET) – Data Engineer

NOV 2022 – PRESENT

- Resolved bugs and optimised data extraction and conversion processes to support seamless migration from various practice management software to a cloud-based solution.
- Developed a database verification schema tool to ensure accurate and smooth data conversion by comparing database schemas.
- Automated data grab processes, improving efficiency by 50% compared to manual methods.
- Created services to automate client survey curation and delivery, enhancing feedback collection workflows
- Technologies Used: PHP, MySQL, C#, Python, Git, AWS, Agile, PowerShell

CODING CLUB AOTEAROA - Teaching Assistant

JULY 2021 – FEB 2022

- Mentored 17 students, teaching basic programming with Scratch and HTML/CSS, and building skills in teaching and communication.
- Inspired interest in tech, encouraging students to explore programming and consider careers in technology.

PROJECTS

NEAR-MISS APPLICATION (PHP, MySQL, HTML/CSS, Agile Scrum, Git)

- Contributed to the development and launch of a mobile-first Near-Miss Reporting web application for WorkSafe.
- Built front-end with HTML/CSS, backend with PHP, and managed data using MySQL.
- Worked in a team of 5 developers using Agile Scrum methodology throughout the project lifecycle.
- Improved workplace safety reporting, helping clients document hazards and near-misses more efficiently.

DE-CRYPT IT UNITY GAME (C#, Unit Testing, Test Driven Development, Agile Scrum)

- Led the development of De-Crypt It, a 3D first-person escape room game built with Unity and C#, using Test-Driven Development to ensure code quality.
- Managed the team as Product Owner, overseeing progress, setting goals, and coordinating tasks using Agile Scrum practices.
- Delivered a fully functional game, showcasing skills in Unity, C#, unit testing, and agile collaboration through sprints, standups, and retrospectives

PBCNZ WEBSITE (HTML/CSS, Hosting, cPanel)

- Volunteered to develop and deploy a static website for Pilgrim Baptist Church, serving 50 users with up-to-date church information using GoDaddy and cPanel.
- Built and designed the front end with HTML/CSS, creating a clean, user-friendly interface and handling domain registration and hosting setup.

WHO WANTS TO BE A MILLIONAIRE (Java, Swing, Java Streams, Oracle, OOP)

- Developed a "Who Wants to Be a Millionaire" trivia game using Java, Java Streams, OOP, Swing, and Oracle, featuring a leaderboard, lifelines, and a rich set of trivia questions.
- Implemented Java Database Connectivity and conducted JUnit testing, contributing to GUI/CLI design, database integration, and application of design patterns

EDUCATION

AUCKLAND UNIVERSITY OF TECHNOLOGY

2020 - 2022

- Bachelor of Computer and Information Sciences

TECHNICAL SKILLS

Proficient: MySQL, PHP, C#, Python, PowerShell

Intermediate: JavaScript, Java, .Net, Batch

Tools, Services & Methodology: Git, Agile Scrum, Jira, Postman, AWS, Docker

REFERENCES

Available upon request