

# Enrico Serrano

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## Career Profile

Passionate Software Developer in the ultimate year of study at Auckland University of Technology who possesses:

- Proven ability to manage a heavy workload and produce professional applications that benefit businesses and organisations.
- Strong team player with a belief in listening, learning, and equal contribution
- Experience in programming languages, processes, and project management
- Highly developed problem-solving skills and divergent thinking

## Education

**Auckland University of Technology**

**2020 - 2022**

**Bachelor of Computer and Information Sciences**

- Major in Software Development and Minor in Information Service Science

**Pakuranga College**

**2015 - 2019**

- Achieved NCEA Level 2 and 3 with Merit Endorsement
- Received a trophy for excellence in mechanical engineering in Year 12 and certificate for mathematics in Year 13

## Skills

- Proficient in Java, C, PHP, MySQL, HTML/CSS
- Experience in JavaScript and Python, C#
- Technical Knowledge with Git, Linux, OOP, Unit Testing, Java Streams, Agile Scrum, Unity

## Projects

**Near-miss Application** (HTML/CSS, Agile SCRUM, PHP, MySQL)

<https://github.com/enricoserrano/Near-Miss-App>

- Contributed to the development and launch of the Near-Miss Application, a mobile-first web application for WorkSafe.
- Collaborated with a team of 5 developers to create an easy-to-use solution for documenting and reporting near-misses and accidents in the workplace.
- Utilised HTML/CSS for front-end development, PHP for backend, and MySQL for database management.
- Utilised Agile Scrum methodology throughout the development process.
- Helped streamline workplace safety for our clients and their employees by providing an innovative solution for recording hazards.

**PBCNZ Website Application** (HTML/CSS, Hosting, cPanel)

<https://github.com/enricoserrano/PBCNZ>

- Developed a static website as a volunteer for Pilgrim Baptist Church.
- Registered the domain name and address for the website.
- Successfully deployed the website on GoDaddy hosting service using cPanel.
- Utilised HTML/CSS for front-end development and implemented design elements to create a visually appealing website.

**De-Crypt It Unity Game** (C#, Unity, Agile Scrum, Unit Testing, Test Driven Development)

<https://github.com/enricoserrano/De-Crypt-It>

- Led the development of a 3D first-person escape room game using Unity and C# as the programming language.
- Implemented a test-driven development approach to ensure the robustness and quality of the game.

- Utilised Agile Scrum methodology throughout the development process, including regular standup meetings, sprints, goal setting, retrospectives, scrum-poker, and task estimation.
- Assumed the role of product owner, managing the team's efforts and overseeing the desired outcome of the project.
- Showcased strong technical skills in Unity, C#, and Agile development methodologies, resulting in the successful launch of the game, De-Crypt It.

#### **Who wants to be a Millionaire Java Application** (Java, Git, Java Streams, OOP, Troubleshooting, Oracle)

[https://github.com/enricoserrano/PDC\\_Project](https://github.com/enricoserrano/PDC_Project)

- Developed a classic trivia game "Who wants to be a Millionaire" using Java, Git, Java Streams, OOP, and Oracle
- Utilised Java Database Connectivity, Java Swing and Apache Derby Database to create a functional game with a set of trivia questions, a leaderboard, and lifelines for the players.
- Conducted JUnit testing to ensure the quality and functionality of the code.
- Contributed to the game by working on GUI/CLI, Database, code integration, and design patterns.

#### **Create Workshop Session Website Application** (Python, HTML/CSS, JavaScript, MySQL)

<https://github.com/enricoserrano/Workshop>

- Developed a workshop website application using Python, HTML/CSS, JavaScript, and MySQL to assist teachers and students in organising workshop sessions.
- Implemented a user-friendly design by learning basic UI and UX principles.
- Utilised MySQL as a primary database to store account information and workshop sessions.
- Showcased strong technical skills in Python, HTML/CSS, JavaScript and MySQL

## **Experience**

### **ezyVet – Data Engineer Intern**

**November 2022 – February 2023**

- Worked on data extraction, and improved data conversion framework by fixing bugs, investigating, and fixing customer concerns relating to data and optimizing performance to support a wide range of PMIS systems.
- Developed a database verification schema tool to ensure smooth conversion by comparing database schema.
- Utilized technologies such as PHP, MySQL, C#, Docker, JIRA, AWS CLI & S3 & EC2, Git, AGILE in the process.

### **Coding Club Aotearoa – Volunteer**

**July 2021 – February 2022**

- Volunteered as mentor, guiding students in learning basic programming concepts using Scratch and HTML/CSS, while acquiring experience in teaching, explaining programming concepts and acting as a role model for students.
- Contributed to the development of young minds and encouraging them to pursue a career in technology or programming.

### **Woods Glass (NZ) LTD – Student Worker**

**November 2020 – February 2021**

- Gained practical industry experience and improved interpersonal and communication skills through assisting with windows and door frames assembly, housekeeping, devanning, and general hand tasks.

### **Hella New Zealand Company – Student Worker**

**November 2018 – January 2019**

- Acquired knowledge in quality standards, multitasking, and attention to detail by ensuring high-quality products coming out of the machine, loaded into a box, and labelled properly.

## **Extracurricular Activities**

### **Pakuranga College Basketball Group (Obtained Coaches Award Trophy)**

**2015-2019**

- Developed strong teamwork skills and honed work ethic through training and match experience.
- Enhanced self-confidence and communication skills through participating in competitive basketball matches and working as part of a team.

### **ezyVet Hackathon - Participant**

**2022**

- Improved problem-solving, innovation, management, and team dynamics by collaborating with peers to find project solutions based on scope and working under pressure with diverse teams.

## **References**

- Richmond Johnston      R&D WorkSafe (Client)      021 890 589      [richmond.johnston@worksafe.govt.nz](mailto:richmond.johnston@worksafe.govt.nz)
- Matthew Kuo              AUT SDP Mentor              +64 9-921 9666 ext. 5962      [matthew.kuo@aut.ac.nz](mailto:matthew.kuo@aut.ac.nz)