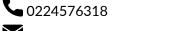
Enrico Serrano

Software Engineer







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