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| Enrico Serrano  Software Engineer | | 0224576318  enricoserrano13@gmail.com  Auckland, New Zealand | [linkedin.com/in/enricoserrano/](https://www.linkedin.com/in/enricoserrano/)  [enricoserrano.github.io](https://enricoserrano.github.io/)  [github.com/enricoserrano](https://github.com/enricoserrano) | |
| 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.

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| 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

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| **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.

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| 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

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| **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.

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| **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

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| EDUCATION | |
| **AUCKLAND UNIVERSITY OF TECHNOLOGY** | | **2020 - 2022** |

* Bachelor of Computer and Information Sciences

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| TECHNICAL SKILLS |

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

**Intermediate:** JavaScript, Java, .Net, Batch

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

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| REFERENCES |

Available upon request