Francis Paul Amadeo

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Data-driven full stack developer with a strong track record of analyzing complex processes to deliver optimal solutions. 3+ years of experience in LMS and internal tools. Proficient in C#, Typescript, SQL, and MUMPS. Demonstrated leadership and problem-solving skills in collaborative, agile teams. Adaptable and versatile, capable of taking on various roles in fast-paced dynamic environments.

SKILLS

Languages: C, C++, C#, HTML, JavaScript, Typescript, Python, MSSQL, MUMPS

Frameworks: .NET, .NET Core, Angular, React.js

Version Control: Git, SVN Standards: ARIA, SCORM

Operating Systems: Unix, Linux, Ubuntu, Windows

Other: Powershell, CI/CD pipelines, Docker, Trello, EMC2, Splunk

Certifications:

Agile Explorer	IBM	Oct 2024
Data Fundamentals	IBM	Sept 2024
.NET/C#	Epic Systems	May 2020
Chronicles Programmer	Epic Systems	May 2020

KEY ACHIEVEMENTS

Reduced over 480 hours of accounting manual processes in less than a year of release

• by removing various bottlenecks in the training billing process, and automating key tasks.

Spearheaded the rearchitecturing of the Go-Live scheduling admin tool

• from ideation through planning and scoping to implementation, effectively saving the Go-Live schedulers approximately 4 hours a day by centralizing admin tasks into one page.

Streamlined communication channels between admins, instructors, and trainees

• by allowing admins to track trainees' progress with critical e-learnings.

EXPERIENCE

Software Developer, Epic Systems – Verona, WI

Feb 2020 - June 2023

- Led and completed software development life cycle for projects as designer, analyst, and developer, from ideation and data gathering, to release.
- Consistently translated technical concepts, information, and workflows into terms and proofs of concept that all parties could easily understand.
- Coordinated deployments of new software, feature updates, and fixes.
- Developed conversion and system implementation plans.
- Managed the e-learning library in Azure.
- Went on rotational support for the EpicU application.
- Wrote, designed, and presented project mockups and prototypes to SMEs, stakeholders, and developers
- Participated in regular and accelerated peer reviews.
- Developed, tested and maintained EpicU libraries, APIs, and packages.

Computer Engineering Intern, UIC College of Engineering – Chicago, IL

July 2019 – Aug 2019

• Designed and implemented a user-friendly circuit simulator for ECE 464 in python, complete with comprehensive documentation.

LEADERSHIP EXPERIENCE

Training Billing Owner, Epic Systems – Verona, WI

2020-2023

- Regularly reviewed project designs and tested code, ensuring the long-term success of the Training Billing team.
- Developed and maintained tools, reports, and databases.
- Met with SMEs, stakeholders and developers regularly to coordinate billing changes across all changes to EpicU services.
- Coordinated deployments of new software, feature updates, and fixes.
- Analyzed and optimized billing profiles and databases to improve the daily and weekly ETLs.

Software Lead, Chicago Engineering Design Team

2018-2019

- Won 2nd place in the Midwestern Robotics Design Competition 2019 at UIUC.
- Oversaw and delegated various electrical and programming duties among the electrical and CS team.
- Led and mentored junior electrical and CS members.

EDUCATION

University of Illinois at Chicago-Bachelor of Science in Computer Engineering

- Graduated cum laude
- IEEE-Eta Kappa Nu Honor Society Member
- Tau Sigma National Honor Society Member

College of Lake County - Associate Degree in Engineering Science

- Graduated with High Honors
- Honoree of Certification of Academic Distinction
- Phi Theta Kappa National Honor Society Member