

Gonzalo Trivelli

FULL STACK SOFTWARE ENGINEER

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Software Engineer with 4+ years of experience with expertise in a wide range of backend, frontend, and DevOps technology.

Experience

Product Software Engineer | Wolters Kluwer (acquired NurseTim)

Jan 2023 - Present

- Engineered a **Node** batch process leveraging multiple **AWS** services (**RDS, Lambda, DynamoDB, S3, IAM**), synchronizing data with the company's largest client, along with integrating comprehensive unit testing to ensure system robustness
- Managed and executed the migration of key applications from **DigitalOcean** to **AWS** infrastructure, enabling a smooth transition and minimal system downtime
- Developed core quiz, user, and session **API** endpoints, instrumental in seamlessly integrating NurseTim's products into Wolters Kluwer systems
- Mentored a junior developer in best practices within backend development, successfully transferring skills while reinforcing own knowledge

Software Engineer | NurseTim

Nov 2021 – Jan 2023

- Designed and implemented a synchronization system between **Shopify** and **QuickBooks**, automating order processing and reducing manual processes, leading to reduced room for human error
- Revitalized an outdated checkout flow by creating a fully customized Shopify online store, delivering an improved, clean user experience
- Spearheaded the modernization of the NurseThink platform, transitioning it to Laravel and adapting it to an **MVC** architecture, resulting in enhanced efficiency and maintainability
- Set up an automated deployment pipeline using **Docker** and **GitHub Actions**, streamlining the deployment process and improving release efficiency
- Overhauled the existing FAQ system, modernizing both back-end and front-end components, which eliminated extra hosting expenses

Junior Developer | Misbar

Apr 2021 – Oct 2021

- Reformatted the article caching system to be dynamic, boosting page performance by 25%
- Built a range of modular components, including a sophisticated profanity filter, interactive Livewire modals, and versatile **APIs** for easier maintenance, scalability, and integration with other systems
- Developed **microservices** tailored to team specifications, playing a key role in accelerating the front-end redesign project to enhance the website's functionality and user interface
- Adhering to **Agile** methodologies, worked within a small international team honing skills in collaboration, adaptability, and iterative development in a culturally diverse environment
- Provided support and insight to other developers by pinpointing and addressing bottlenecks in the development process to boost overall team productivity and optimize website efficiency

Projects

Kaggle Data Science Bowl

Entered a machine learning competition that would process childrens' PBS Kids in-game assessments to improve how they can best learn from educational media

- Engineered a machine learning model dedicated to processing children's in-game assessments, adeptly filtering out irrelevant data and incorporated a developed "best fit" algorithm
- Model predicted future assessment scores, providing insights into individual learning patterns and potential areas for improvement in educational content
- Analyzed complex, real-world big data, requiring critical thinking and the use of efficient algorithms to effectively process and interpret vast datasets

Generative AI Text Game

Created a basic and interactive text-based adventure game as a proof of concept

- Leveraged Google's Gemini model to build a generative story that evolves based off user input

Education/Certifications

George Mason University – B.S. in Computer Science

Aug 2015 - Dec 2019

Coursera – AWS Cloud Technical Essentials

March 2023

Skills & abilities

- **Languages:** PHP, JavaScript, Java, Python, SQL, HTML/CSS
- **Technologies:** AWS, SQL, Laravel, Vue, Docker, MySQL, NoSQL, Node.JS, GraphQL, DigitalOcean, Jira, Chai, LocalStack, Tailwind, Angular, NGINX, Redis
- **Other:** Git, APIs, OAuth, Webhooks, Unit Testing, Agile, Linux, Machine Learning, OOP, AI