Juan C. **Fiorenzano**

Software Engineer

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"Make the change that you want to see in the world."

Skills

Programming	C#, Java, Javascript
Web Frameworks (Back-End)	ASP.Net, Spring Boot
Web Frameworks (Front-End)	React, AngularJS, Bootstrap
Methodologies	Scrum
Testing	NUnit, NSubsitute
Languages	English, Spanish(Native)

Experience

Microsoft — *Redmond, USA*
Software Engineer II — *Agu. 2018 - Present*

- Participated and led design discussions to meet customers needs.
- Elaborated experiments and gathered data to test features' prototypes.
- Worked as a software reliability engineer on scheduled rotation, being in charge of the diagnosis and mitigation of production environment issues.
- Onboarding and mentoring new team members and external contributors.
- Contributed to the team knowledge base by documenting different modules of the system.
- Improved the quality of the system's code, refactoring services and introducing tests for critical scenarios.

Technical Environment: C#, Typescript, React, Redux, ASP.NET, SqlServer

Mi9 Retail — *North Miami, USA*
Software Developer — *Oct. 2016 - Agu. 2018*

- Developed a system for the DevOps team as part of the continuous integration pipeline to deploy the company products directly on client's machines.
- Increased the UI responsiveness for DevOps administrative tools by replacing Javascript polling calls with Signal-R achieving a more real-time scenario.
- Introduced technologies like the Elastic Stack to improve the analysis of product's feedback.
- Highly involved with the QA team to adopt technologies like TestNg to implement automatic tests.
- Developed the UI of the application responsible for managing the clients' environments in Amazon App Stream.
- Responsible for maintaining the Security Service implementing new features and APIs.

Technical Environment: C#, AngularJS, ASP.NET, SqlServer

Dofleini — *La Habana, Cuba*
Software Developer — *Aug. 2015 - Jan. 2016*

- Developed an application to draw accident sketches on real locations using Google Maps API and Javascript.
- Implemented a Security Service using Java to provide authorization and authentication process for the company's solutions.
- Implemented a directive for angular to manage user permission through ACL.
- Implemented a service to keep track of changes on user's sensitive information using Java and MongoDB.

Technical Environment: Java, Spring Boot, AngularJS, MongoDb, PostgreSQL

Study Center of Computational Maths — *La Habana, Cuba*
Software Developer, Junior Researcher — *Mar. 2014 - Nov.2015*

- Improved the visualization quality of simulations, implementing a variation of the original QuadTree data structure known as Restrictive QuadTree.
- Implemented an FT-Tree data structure to reduce the amount of data to be transported to the graphics card without losing visualization quality.
- Improved the memory management for the module responsible for the rendering process, implementing the Disposable pattern and using windows API to release memory under high demanding circumstances, resulting in smoother simulations.
- Designed, developed and documented a javascript library to visualize and process 3D simulation on web browsers using WebGL.
- Developed camera models using matrix algorithms.

Technical Environment: C#, Javascript, WebGL, OpenTK

Education

University of Informatics Sciences
La Habana, Cuba

B.S. in Computer Science and Engineering
2009 - 2014

- Third place in the National Computation Contest
- Faculty award for productivity and research