

Juan Carlos Fiorenzano Gonzalez

SOFTWARE ENGINEER

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“Make the change that you want to see in the world.”

Skills

| | |
|-----------------------------------|-----------------------------|
| Programming | C#, Javascript, Typescript |
| Web Frameworks (Back-End) | ASP.Net |
| Web Frameworks (Front-End) | React, AngularJS, Bootstrap |
| Languages | English, Spanish(Native) |

Experience

Microsoft

Redmond, USA

SOFTWARE ENGINEER II

Agu. 2018 - Present

- Focused on the development of tools to detect security and legal vulnerabilities in open-source dependencies used by the company's products.
- Responsible for the design and implementation of a Plugin architecture for the Component Detection tool to promote external contributions to the codebase.
- Implemented the elements required for the detection of security vulnerabilities in Docker containers.
- Worked closely with designers and product managers to develop a user experience that motivates the resolution of security vulnerabilities.
- Worked as a software reliability engineer on scheduled rotation, being in charge of the diagnosis and mitigation of live incidents in production.
- Developed dashboards using structured and unstructured data to evaluate the trends in vulnerabilities resolution across the company.
- Onboarded and mentored new team members and external contributors.

TECHNICAL ENVIRONMENT: C#, TYPESCRIPT, REACT, ASP.NET, SQLSERVER

Mi9 Retail

North Miami, USA

SOFTWARE DEVELOPER

Oct. 2016 - Agu. 2018

- Developed an internal tool to deploy on-demand company products on customers' premises.
- Improved the UI responsiveness for DevOps administrative tools by replacing Javascript polling calls with WebSocket.
- Introduced technologies like the Elastic Stack to improve the analysis of products analytics.
- Promoted good practices like utilizing automatic testing as part of the development process and CI/CD.
- Developed the application UI responsible for managing customers' environments in Amazon App Stream.

TECHNICAL ENVIRONMENT: C#, ANGULARJS, ASP.NET, SQLSERVER

Study Center of Computational Maths

La Habana, Cuba

SOFTWARE DEVELOPER, JUNIOR RESEARCHER

Mar. 2014 - Nov.2015

- Implemented a variation of the QuadTree data structure known as Restrictive QuadTree to improve the simulations' visualization quality.
- Implemented the FT-Tree data structure to reduce the amount of data transported to the graphics card without losing visualization quality.
- Improved the memory management of the rendering module by improving data locality in RAM for the data structures, and used the Windows API to release memory during high demanding circumstances.
- Designed, developed, and documented a javascript library to visualize and process 3D simulation on web browsers using WebGL.
- Incorporated linear algebra operations to develop the camera model used by the 3D visualizer.

TECHNICAL ENVIRONMENT: C#, JAVASCRIPT, WebGL, OPENTK

Education

University of Computer Sciences

La Habana, Cuba

B.S. IN COMPUTER SCIENCES ENGINEERING

2009 - 2014

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