

Juan Carlos Fiorenzano Gonzalez

SOFTWARE ENGINEER

10702 27th DR SE, Everett, WA, 98208

☎ (305)-833-5169 | ✉ jcfiorenzano23@gmail.com | 🌐 jcfiorenzano

"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 of the Open Source Engineering team 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 for the module responsible for the rendering process, improved 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 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