

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)	AngularJS, Bootstrap
Methodologies	Scrum
Testing	NUnit, NSubstitute
Languages	English, Spanish(Mother Tongue)

Experience

Mi9 Retail

North Miami, USA

SOFTWARE DEVELOPER

Oct. 2016 - Present

- Developed a system for DevOps team, integrated with the continuous integration pipeline to deploy the company products directly in the 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 increase tests' quality and adopt new technologies like TestNg to implement automatic tests
- Developed the UI of the application responsible for managing the clients' environments in Amazon App Stream
- Developed and maintained the User Management module using AngularJS and C#
- Responsible for maintaining the Security Service implementing new capabilities 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