# Michele Caci’s Resume

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## Work experience

### **Amadeus IT Group**, Sophia-Antipolis, France

#### **Go and Kubernetes/Openshift DevOps and Software Engineer**

Since 2020/07

Writing Middleware tools in Go to assist other teams in Amadeus migrating their applications to a cloud environment. These tools’ main goal is to bridging the current Amadeus infrastructure with the cloud one.

#### **Frontend and Backend Software engineer working on the delivery and maintenance of feeds and reporting tools provided with the Airline Revenue Accounting product**

2017/04 - 2020/06

* Reprocess UI project: creation of an Angular frontend for the ticket reprocessing backend and its C++ Endpoint with an internal library called Jaffar
* DOT report project: creation of a statistical report for the airlines who transit inside the US to deliver to the US Department of Transportation
  + leveraging the existing query framework and the Hadoop datawarehouse for retrieving the appropriate data
  + creation of new backends in C++ for query scheduling, batch data imports and result post-processing
  + creation of new SQL-like operators for query framework that uses the Scala Spark API to retrieve data from Hadoop

#### **Senior Java Software engineer working in the Corporate IT eCommerce travel products, Amadeus eTravelManagement and Cytric Travel & Expense**

2015/04 - 2017/04

* Development and maintenance of the modules of availability of hotel and car rental, policies, trip approval and arranging for the Java frontend of Amadeus eTravelManagement and of Cytric Travel & Expense products in Java/J2EE with the support of Sonar quality reports.
* Projects and other highlights:
  + Smartbiz: Innovation project created during Hackathon event with the goal of forseeing air ticket prices based on past ticket values and time periods
  + Door2door project: developed a framework to integrate door2door and last mile searches in Amadeus eTravelManagement
  + Acting team manager: managing team of 5 to 7 people and interviewing new candidates from September 2015 to April 2016
  + Intern mentoring: managing and mentoring an intern assigned to integrate and extend door2door functionalities on our Amadeus products from June to December 2016
  + Animating team meetings with technical news, Java icebreakers and reviews of team code quality status and axis of improvements

### **S.I.I. Société pour l’Informatique Industrielle**, Sophia-Antipolis, France

#### Contractor for Amadeus IT Group; **Java Software engineer working in the Corporate IT eCommerce travel products**

2012/02 - 2015/03

* Development and maintenance of the modules of availability of hotel and car rental, policies, trip approval and arranging for the Java frontend of Amadeus eTravelManagement in Java/J2EE with the support of Sonar quality reports.
* Projects and other highlights:
  + Assisting the air shopping teams for a technical project of code componentization in April 2014 and for the backend integration of last miles availabilities in March 2015
  + Animating team meetings with technical news, Java icebreakers and reviews of team code quality status and axis of improvements

### **DigitPA**, Rome, Italy

#### **Internship and Master Thesis**

2011/05 - 2012/01

Intern assigned at the *Italia.gov.it* project, a Java search engine for the public administration. Focus on the retrieval of data from multiple relational data sources from the public adminsitration via an Ontology-Based Data Access approach. The object of this work was then developed in my Master’s Thesis and defended via a JSP-based web application JSPs created for demonstration purposes.

### **University of Illinois at Chicago**, Chicago, IL

2010/08 - 2011/03

Research Engineer in the Ontology Matching field for the development in Java of new algorithms for the Ontology Matching system *AgreementMaker*.

## Education

### **Master in Computer Engineering**, University of Rome “La Sapienza”, Rome, Italy

2008/11 - 2012/01

Specialization in *Software and Services for Information Society*

Grade: *108/110*

### **Bachelor in Computer Engineering**, University of Palermo, Palermo, Italy

2005/09 - 2008/11

Grade: *108/110*

## Technical Experience

### **Personal projects**

### [**mcaci/briscola-serv**](https://github.com/mcaci/briscola-serv), Services for operations related to briscola game

2020/01

* Code extracted from [mcaci/msdb5](https://github.com/mcaci/msdb5) with the goal of creating a microservice with endpoints for card point information, points counting and card comparison briscola operations.
* Server accepting messages via HTTP and/or gRPC protocols.
* Practice repository for microservices creation, learning the go-kit library and loading and running microservices on docker and on kubernetes with minikube.

### [**mcaci/ita-cards**](https://github.com/mcaci/ita-cards), Go library providing creation and management of for any type of [Italian 40-cards decks](https://en.wikipedia.org/wiki/Italian_playing_cards#Spanish-suited_decks)

2019/09 - 2019/12

* Code extracted from [mcaci/msdb5](https://github.com/mcaci/msdb5) with the goal of having a single repository for Italian cards adapted to any game
* Practice repository for Go modules

### [**mcaci/msdb5**](https://github.com/mcaci/msdb5), Go implementation of the card game *“*[*Briscola chiamata*](https://en.wikipedia.org/wiki/Briscola#Briscola_Chiamata)*”*

Since 09/2018

* Design following the hexagonal architecture
* Channels to orchestrate all the requests coming from the different players
* Simple HTML/JS UI present for testing and playing
* Practise repository for Docker containerization and execution on Kubernetes with minikube

### **TheSheldonChallenge**, Rock-Paper-Scissors game implemented both in Java for PC and Android for Mobile

2011/07 - 2014/12

* [Java implementation](https://github.com/mcaci/theSheldonChallenge) uses Java Swing for GUI, XML parsers to read game configuration files
* [Android implementation](https://github.com/mcaci/theSheldonChallengeAndroid) uses of appropriate Android tools to manage UI, preferences and message handling; Supported versions of Android: version 2.2+
* Both implementation benefit from the inheritance of code that provides the core data structures and mechanisms: e.g. Thread synchronization to handle the game loop and other in-game mechanisms, junit4 for testing and eclemma for code coverage analysis

### **Contributions to Open Source**

### [**tensorflow/docs-l10n**](https://github.com/tensorflow/docs-l10n), TensorFlow documentation translation

Since 2019/10

* Current translator and maintainer of the Italian translation of the [TensorFlow documentation](https://www.tensorflow.org/) made of Markdown and Jupyter Notebook files
* Review for the Italian translations made via pull requests by other contributors

### [**exercism/go**](https://github.com/exercism/go), Exercism exercise track for learning Go

Since 2019/10

* Go repository for the exercises proposed on the Go track of the [Exercism](https://exercism.io/) platform
* Maintainer for this repository during free time

### **Programming Languages and Technologies**

#### **Go**

* 2 years experience, first as self-taught language via autonomous study and exercism exercises and then experience on the job
* Practise with sequential and concurrent programmming via channels
* Practising logging and unit testing with Go’s standard library
* Participating to Go conferences such as DotGo 2019

#### **Docker and Kubernetes**

* 1 year experience of container creation, management via docker
* 1 year experience of container orchestration with *Minikube* and *Openshift*

#### **C++**

* 2 years experience on C++ development focusing on backend applications and unit testing using the *Google Test* framework

#### **Java**

* 7 years+ of experience on Java frontend and backends and on JUnit4 testing
* Certifications taken:
  + Oracle Certified Associate Java SE 7 Programmer in December 2013
  + Oracle Certified Professional Java SE 7 Programmer insince July 2014
  + Oracle Certified Professional, Java SE 8 Programmer in April 2017

#### Basic knowledge of **Shell scripting**, **Scala**, **SQL**, **MongoDB**, **Hadoop** and **Python**

## Other

* **Activities**
  + Participant of [RivieraDEV](https://rivieradev.fr/) conference in 2018
  + Joined the organizing team of [RivieraDEV](https://rivieradev.fr/) since the 2019 edition
    - Participating to the team’s decisions during the event organization
    - Support during the conference days
* **Human Languages**
  + Native in Italian
  + Proficient in English and French
  + Conversational in Portuguese
  + Beginner in Japanese and Spanish
* **Methodolgies**
  + Scrum developer practitioner with Scrum Master certification
  + SAFe practitioner with *Certified SAFe 5 Practitioner* certification taken in August 2020