RICARDO M. IANELLI

Fairfield, Iowa 52557
641.233.2430 • ricardoianelli@hotmail.com • ricardoianelli.com
www.linkedin.com/in/ricardoianelli/ • https://github.com/ricardoianelli

SOFTWARE ENGINEER

Efficient Software Engineer with 3 years of professional and academic experience, including 2 years of professional experience in one of Brazil's largest financial companies (NASDAQ: STNE), 1 year of high-quality academic experience in a master's degree, and hands-on experience designing and implementing backend components for complex technical solutions. A strategic team member who can learn and adapt to any new technologies and enhances application deployment by completing projects on time despite challenging guidelines. Skilled in using technologies such as Java, C#, Python, Lua, RESTful, .NET, Microservices, Spring / Spring Boot, NoSQL, MySQL, PostgreSQL, Microservices, Multi-Threading/Concurrency, CI/CD, Docker, Kubernetes, AWS, Selenium, NewRelic, and Splunk. I also have experience in game development/design creating massive game modifications for well-known massively multiplayer online roleplaying games.

Software Development Life Cycle • Backend • Project Management • Testing / Troubleshooting
Development / Implementation • Java Programming • Data Structures and Collections • Algorithms

Languages: C#, Java, Python, Lua, HTML
Cloud: AWS, Azure
Frameworks: .NET Spring, Spring Cloud, Spring Boot, JPA, Hibernate, Mockito, Selenium
Databases: MySQL, PostgreSQL, DynamoDB, MongoDB, conceptual knowledge of other NoSQL dbs
Design Patterns: Factory, Abstract Factory, Strategy, Command, Builder, Flyweight, Observer, Singleton, Façade, Adapter, Proxy, Interceptor
SDLC: Agile / Scrum, DDD, TDD, RUP, Kanban
Tools: Maven, GitHub, IntelliJ, Postman, Docker, StarUML, Trello, Asana, NewRelic, Splunk, Kubernetes, Swagger, JMS

PROFESSIONAL EXPERIENCE

*CAREER NOTE: Completed on-campus studies and currently taking distance education courses to complete a **Master's Degree in Computer Science** (Available for full-time, W-2 employment).*

STONE CO LTD., Rio de Janeiro, Brazil • 2019-2021
Leading provider of financial and payment technology solutions.

Software Developer
Contributed to backend software design and implementation for numerous development solutions, including the development of 2 major products for loan management. Integrated software components and 3rd-party programs using RESTful Services.
- Prepared clean, robust, and efficient code with C# and Python.
- Developed automated tests and performed troubleshooting and debugging.
- Deployed programs and systems and upgraded existing software.
- Completed complex projects on time despite challenging deadlines and regulations from The Brazilian Central Bank.
- Enhanced persistence efficiency by recommending changes to move load from database system to application, providing additional resources.
- Improved deployment time by 300% by splitting Dockerfile configurations and configuring parallel runs on Azure pipelines.

Technologies Used: C#, Python, .NET Core, .NET Framework, PostgreSQL, SQL Server, Git, Docker, Kubernetes, Azure, Google Cloud Platform, Postman, Selenium, NewRelic, Splunk.

ACADEMIC PROJECTS

Project Annapurna, MIU (2022): Idealized, designed, and developed dinning management service using Microservices architecture. ***Technologies Used:*** *Java, Spring Boot, Spring AOP, MySQL, Git, Maven, Asana, JSON, RESTful Web Service, JPA / Hibernate, Swagger, JWT, SMTP, Microservices.*

Registrations System, MIU (2022): Streamlined development of backend components for Web Service capable of managing users and courses. ***Technologies Used:*** *Java, Spring Boot, PostgreSQL, Git, Maven, Heroku, JSON, RESTful Web Service, JPA / Hibernate, Swagger.*

AWS Serverless Architectures, MIU (2022): Designed, developed, and deployed serverless services in AWS Cloud for studying purposes. ***Technologies Used:*** *Python, C#, Git, AWS Lambda, Amazon EC2, Amazon S3, Amazon VPC, AWS IAM, Amazon SQS, Amazon SNS, Amazon RDS, MySQL, AWS CloudFormation, AWS CDK, Amazon CloudWatch, Amazon Cognito, Docker, Amazon DynamoDB.*

Personal Website, MIU (2022): Architected and deployed website with frontend and backend fully in AWS Cloud. ***Technologies Used:*** *Python, Git, AWS Lambda, Amazon S3, AWS IAM, Amazon SQS, Amazon SNS, Amazon DynamoDB, Amazon Route 53, Amazon CloudFront.*

PERSONAL PROJECTS

M. Technical Challenge, 2022: Created an extensible and robust restful service for a technical challenge, with architectural design, automated tests, and continuous integration. ***Technologies Used:*** *Java, Spring Boot, MongoDB, Gradle, GitHub Actions, Swagger/OpenAPI, Junit, Postman, RESTful APIs, Git.*

Reflection Deep Object Comparator, 2022: Performed object deep comparison implementation using reflection, especially useful for comparations in multiple inheritances and/or to compare private fields. ***Technologies Used:*** *Java.*

Algorithms Comparator, 2022: Implemented a simple algorithm comparator to include algorithms and compare running times against several different input sizes and boundaries. ***Technologies Used:*** *Java.*

CSV Splitter, 2021: Designed a simple Python script with a user interface to split large CSV files into smaller files. ***Technologies Used:*** *Python, PySimpleGUI.*

Fisiqz, 2018: Designed, documented, and developed an android Physics quiz app using modern educational concepts focused on Gamification to improve students learning and introduce new methodologies for teaching complex subjects in a fun and interesting way. ***Technologies Used:*** *C#, Unity3D, Google Play Services API.*

Shinobi Online, 2013: Was a team leader, programmer, and game designer in a project that modified the famous Massive Multiplayer Online RPG Tibia to create completely new systems using Lua and C++, achieving over 15 thousand people of an international player base, mostly focused on South and North America, and Nordic countries. After around 4 years as pioneers in the online gaming experience of its sector, it ended up being dissolved and sold to be used as a base for many other successful franchises. ***Technologies Used:*** *Lua, C++, Theforgottenserver, Otclient.*

EDUCATION

Master of Science in Computer Science
(In progress via distance education; expected completion June 2024)
Maharishi International University, Fairfield, Iowa

Key Courses: Fundamental Programming Practices, Modern Programming Practices,
Software Engineering, Algorithms, Cloud Computing, Enterprise Architecture, Software Architecture,
Database Management Systems, Mobile Development, Advanced Software Development

Bachelor of Science in Physics (Emphasis on teaching methodologies)
Instituto Federal Fluminense, Rio de Janeiro, Brazil