RICARDO M. IANELLI

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SOFTWARE ENGINEER

Efficient Software Engineer with 2+ years of hands-on experience designing and implementing backend components for complex technical solutions. Strategic team member who increases team efficiency by developing new organizational flows and enhances application deployment by completing projects on time despite challenging guidelines. Skilled in using technologies such as Java, C#, Python, RESTful, .NET, Spring Boot, MySQL, and PostgreSQL.

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

Languages: C#, Java, Python, C++, Lua
Web Services: XML, REST (JSON), CSV
Frameworks: .NET (Framework / Core), Spring Boot, JPA
Databases: MySQL, PostgreSQL, SQLServer
Design Patterns: Factory, Abstract Factory, Strategy, Command, Builder, Flyweight, Observer, Singleton, Façade, Adapter

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PROFESSIONAL EXPERIENCE

*CAREER NOTE: Completing on-campus studies on July and going to take 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
Led backend software design and implementation for numerous development solutions. Spearheaded development of 2 major products for loan management and 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.
- Maximized team efficiency by developing organizational flow to manage multiple tasks, scheduling, and time limits.

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

ACADEMIC PROJECT

Registrations System, MIU (2022): Designed, developed and deployed 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.*

PERSONAL PROJECT

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

Algorithms Comparator, 2022: A simple algorithm comparator where you can include your own algorithms and compare running times against several different input sizes and boundaries. ***Technologies Used:*** *Java.*

Csv Splitter, 2021: Easy to use python script with user interface to split large csv files into smaller ones safely. ***Technologies Used:*** *Python, PySimpleGUI.*

Shinobi Online, 2012: Led team in developing game inspired by Universe of Naruto television show. Modified client-server sources from MMORPG Tibia. ***Technologies Used:*** *C++, Lua.*

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

Bachelor of Science in Physics
Instituto Federal Fluminense, Rio de Janeiro, Brazil