${\bf Ruben\ Viscomi\ -\ Software\ Engineer\ (Fullstack)}$

https://www.linkedin.com/in/ruben-viscomi-640856197

https://github.com/ruben-viscomi

EXPERIENCE

Efficy

Software Engineer (R&D, Fullstack)

Bruxelles, Belgium
September 2022 - Present

Mobile: +393922447315

Email: ruben.viscomi@gmail.com

- o Optimized multiple algorithms.
- Developed new features.
- Reviewed code of other team members.
- Proposed architectural simplifications.

PROJECTS

Pooltages

https://github.com/ruben-viscomi/pooltapes

November 2021 - Present

- Creator (PDE)
- Developed the whole system's architecture.
- $\circ\,$ Developed all the microservices.
- Designed and developed the whole frontend.

crustyjs (TypeScript/JavaScript library)

Creator

ABOUT ME

I started programming in 2014 due to my High School Major "Informatics and Telecommunications".

EDUCATION

UNICAL - University of Calabria

Arcavacata (CS), Italy

B.Sc. in Computer Engineering; GPA: N/A (Dropout due to high fees)

September 2017 - March 2018

ITT Malafarina

Soverato (CZ), Italy

Diploma in Informatics and Telecommunications; GPA: 3.84 (96/100)

 $September\ 2012\ -\ July\ 2017$

SKILLS

- Languages: Rust, JavaScript, TypeScript, Kotlin, Java, C++, C#, HTML, CSS, PHP, Python, Solidity
- Databases: MySQL, PostgreSQL, MongoDB, SQL Server
- Frameworks: Vue, Actix-Web, Angular, Ktor, Express.js, NestJS, Web3js, React, Next.js, Svelte, SolidJS

SOFT SKILLS

- Software Development: Data Structures, Algorithms, Design Patterns, Version Control, Git, Scrum, Agile, Git Flow, Database Design, Full Stack Development, Back End Development, Front End Development, Abstraction, Object Oriented Programming, Functional Programming, Debugging, Memory management
- Systems: ISO OSI model, TCP IP architecture, HTTP protocol, Sockets, Web Sockets, System Design, Distributed Application Architectures, Monolithic Architecture, Microservice Architecture, Short Polling, Long Polling, Pub Sub

Languages

• Italian: Native speaker

• English: Professional

• Spanish: Basic

• French: Basic