



STEFANIA AVALLONE

DEVOPS, SOFTWARE DEVELOPMENT



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stefaniaavallone.github.io



ABOUT ME

DevOps and Software Engineer with Agile background.
4 years experience in design and development of algorithms, devops processes, network distributed applications and web interfaces.
Passionate about games and machine learning.



TECHNICAL SKILLS



Software Engineering



DevOps & Agile



Algorithms



FRAMEWORKS & SOFTWARE

- **Preferred languages:** Java, Python, Go
- **Additional languages:** JS, PHP, C, C++, MATLAB
- **GNU/Linux, and tools** (valgrind, check, make...)
- **Database design** (relational and documental)
- **DevOps:** Docker, Kubernetes, Jenkins, GitHub Actions, GitLab Pipelines, JFrog, Jira
- **Software frameworks:** Spring Boot, Rotob, Bob
- **Web&Mobile:** JQuery, Kivy, Angular, CMSs
- **Casual and occasional:** reversing, electronics, embedded



WORK EXPERIENCE



DevOps Engineer

Capgemini for Ericsson | 1,5 years (Jan 2021 - now)

Development of several microservices in Golang, Java and Python to generate the 5G license utilization. Automation of the test suites of the microservices with Robot Framework and performed load test with JMeter. Integration of Prometheus monitoring tool for metrics analysis.

Major contribution I proposed and developed:

- I reduced the **memory footprint** of several microservices through optimal parameter search.
- I redesigned the **CI/CD pipelines** to made the workflow asynchronous and improve the process time by about 70 minutes.
- I designed and realized a **generic certificate checker** to avoid redeploy/restart of some microservices.



Software Development Engineer

Relatech for NTT DATA | 2,5 years (May 2018 - Dec 2020)

Feature development in Java, PHP and CMS Drupal. Customer support for the analysis of requirements, suggesting excellent solutions for the required functionalities. Estimation of the various activities and coordination of the team.

Major contribution I proposed and developed:

- I **redesigned several SQL queries** to improve the search time up to 30%.
- I **refactored some REST API** to filter errors faster and reduce analysis time.



EDUCATION



Bachelor's Degree - Computer Science

Università degli Studi di Salerno | Feb 2018

Technical leader on many group works: design of embedded system to detect fire; webapp design. Development of several other projects: bicycle selling portal, interview questions generator system.

Thesis: Sepsis detection system through CoreNLP



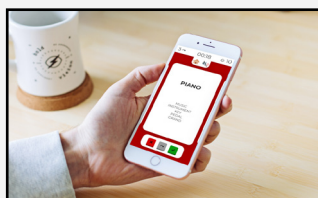
High School - Computer Science

Istituto tecnico Basilio Focaccia | Jun 2011



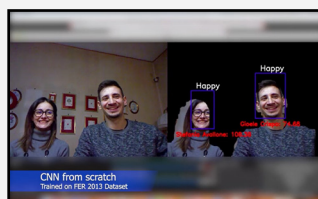
PROJECTS (non-work related)

find more on stefaniaavallone.github.io



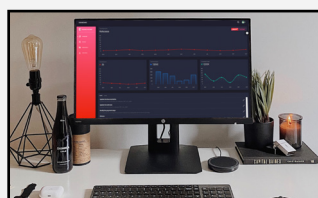
Kaboo - Card Game

Android Game App built with Kivy framework, written in Python and published on **Play Store**. It is a card game based on well-known Taboo. A CI/CD Github Action has been developed to improve update and release processes.



Emotions and Faces recognition

System to recognize emotion and faces from a Kinect or generic camera. A CNN was built and trained on the FER 2013 dataset from scratch. A hyperparameters optimization phase allowed to improve the accuracy by 4%.



Dashboard for Project releases

Dashboard written in Angular and Typescript. It keeps track of a NTT DATA project releases and manages the various development phases (analysis, design, releases, bureaucracy). It interfaces with a REST server written in Spring.