

Francisco Di Giandomenico

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Professional Summary

Experienced software engineer with expertise in UI development, system modernization, and large-scale integration projects. Proven ability to deliver innovative solutions using cutting-edge technologies like JavaScript, Spring Boot, and cloud services, driving performance and scalability improvements. Adept at collaborating across teams to deliver user-focused designs and high-quality software in Agile environments.

Professional Experience

Salesforce

New York, NY

MEMBER OF TECHNICAL STAFF (MTS)

Feb 2024 – Dec 2024

- Designed and implemented core UI features for Einstein Studio using JavaScript, LWC, and Redux, enabling seamless integration of external AI capabilities via BYOM, BYOLLM, and RAG Retrievers.
- Increased test coverage to 90%, significantly reducing regression issues and improving development velocity.
- Delivered the BYOLLM project on schedule, integrating Azure OpenAI, OpenAI, Vertex AI, and Bedrock providers.
- Optimized performance for large datasets with advanced pagination techniques, improving load times significantly.
- Collaborated with product, UX, and CX teams in an Agile environment to deliver cohesive, user-friendly solutions.

Capital One

New York, NY

PRINCIPAL ASSOCIATE (SENIOR SOFTWARE ENGINEER)

Apr 2023 – Jan 2024

- Migrated a legacy Spring codebase to Spring Boot, introducing microservices architecture and CI/CD pipelines to enhance scalability and deployment efficiency.
- Architected backwards-compatible API functionalities to enable seamless data tokenization during database migrations.
- Modernized core systems through refactoring and design pattern integration, reducing maintenance costs and improving reliability.

Salesforce

New York, NY

SENIOR MEMBER OF TECHNICAL STAFF (SMTS)

Nov 2022 – Mar 2023

- Led migration of API Console from LitElement to LWC, enhancing compatibility with the Salesforce Platform.
- Automated component export processes for cross-platform integrations, reducing manual effort and improving team workflows.
- Acted as the point of contact for cross-team dependencies, coordinating with engineering, product, and UX teams.

Salesforce

Pilar, Argentina & New York, NY

MEMBER OF TECHNICAL STAFF (MTS)

Feb 2020 – Oct 2022

- Owned development and maintenance of API Console, a developer tool for exploring and testing APIs, enhancing stability and usability for large datasets.
- Integrated GraphQL APIs for API Community Manager (ACM), optimizing model fetching and reducing query latency.
- Standardized build processes and release pipelines, improving consistency and reducing deployment errors across teams.

- Implemented advanced caching mechanisms and client-side optimizations, improving API model load times significantly.

Salesforce / MuleSoft

Pilar, Argentina

ASSOCIATE MEMBER OF TECHNICAL STAFF (AMTS) / JUNIOR SOFTWARE ENGINEER

Feb 2018 – Jan 2020

- Led the first MuleSoft-Salesforce integration, developing API Community Manager (ACM) using React.js, Aura, and Apex.
- Mentored interns and collaborated with backend teams to optimize workflows and enhance team productivity.
- Developed dashboards for API Functional Monitoring using React.js and Redux, implementing advanced visualization tools for API testing.
- Migrated Node.js services to Spring Boot, improving deployment reliability and system performance.

MuleSoft

Pilar, Argentina

INTERN

May 2017 – Jan 2018

- Built interactive dashboards for API Functional Monitoring, integrating real-time data filtering for improved insights.
- Enhanced backend services in Node.js, optimizing middleware and introducing caching strategies.

Hospital Universitario Austral

Pilar, Argentina

PROGRAMMER ANALYST

Apr 2016 – Apr 2017

- Developed electronic medical record forms using .NET and jQuery, streamlining hospital workflows.
- Designed self-service kiosk interfaces for patient check-ins, reducing wait times and enhancing user experience.

Skills

- **Languages:** JavaScript, TypeScript, Java, Scala, Python, C#
- **Frameworks & Libraries:** React.js, Redux, Tailwind, LitElement, Spring Boot
- **Tools:** Unity, Unreal Engine, AWS, Docker, GraphQL, Kubernetes, Spinnaker, Jenkins, PostgreSQL
- **Core Competencies:** System modernization, Agile development, Cross-functional collaboration, Developer experience improvement

Education

Universidad Austral

Buenos Aires, Argentina

BACHELOR'S IN SOFTWARE ENGINEERING

Mar 2013 – Dec 2020

Certifications & Patents

Jun 2023 **AWS Certified Cloud Practitioner**, Score: 834

AWS

Apr 2021 **Structured Development for Web Application Frameworks**, US10977011B2

USPTO

Projects

giftpool

TypeScript, Tailwind Prisma, Remix, SQLite

SIMPLIFIED GROUP GIFT-GIVING APP

<https://giftpool.app>

splittr

Vite, Tailwind, TypeScript, React

SIMPLE INVOICE ITEMIZATION APP

<https://splittr.twoplustwoone.dev>