Vincenzo Scalzi

Web performance addict **&&** Engineer
*Open to **new opportunities**!*
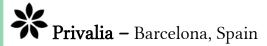
 vcz_fr
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*vince@**vcz.fr***
+33 (0)6 25 74 24 84

Work exp.

Moonda – Bordeaux, France

November 2017 to June 2019 – Fullst. developer
Development and maintenance of a product used by 400+ companies in Europe. Implementation of tools to increase the quality, resilience and performance of the teams and solutions.
Technologies: eZPublish, NginX, Angular, AWS, SonarQube, OpenShift (K8s)

Privalia – Barcelona, Spain

February to September 2017 - Internship
Design and development of a platform for the automatic validation of the systems performance. Web optimization side missions.
Technologies: Spring Boot, React, OrientDB, AppDynamics, Octoperf, GitLab CI

Kaliop – Montpellier, France

June to September 2016 - Internship
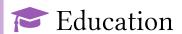Web development and maintenance for several projects in an Agile context.
Technologies: Symfony, eZPublish, Solr

CreabDesign – Bastia, France

April to June 2014 - Internship
Design and development of an Intranet and MySQL database migration. Handles projects, time imputations, clients, billing.
Technologies: CodeIgniter, jQuery, Bootstrap

Education

ENSEIRB-MATMECA – Bordeaux

2017 – Computer Science engineering diploma, Multimedia and Videogames specialization
From the basics to the state of the art of Computer Science in three years. Includes operating systems, procedural, OOP and FP, design and algorithmics courses.

IUT Informatique – Bordeaux

2014 - DUT in Computer Scence
Exploration of the technical aspects of Computer Science in two years. Eases the insertion of the students in their professional life as technicians. Non-technical courses complete the formation: law, economics, project management, etc.

Languages

English: Professional proficiency
Italiano: Professional proficiency
Français: Mother tongue

Interests

Theater: 5 years, amateur
High-tech: HackerNews, ProductHunt, Next gen, Web technologies and browsers, etc.
Videogames: Indie and retro