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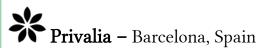


June 2019 to Present – Position Check back by the end of June to learn more

M\ Moonda – Bordeaux, France

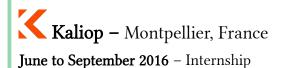
November 2017 to June 2019 – Fullst. developer Development and maintenance of a product used by 400+ companies in Europe. Implementation of tools to increase the quality, resilience and performance of the teams and solutions.

eZPublish, NginX, Angular, AWS, SonarQube, OpenShift, Kubernetes



February to September 2017 - Internship Design and development of a platform for the automatic validation of the systems performance. Web optimization side missions.

Spring Boot, React, OrientDB, AppDynamics, Octoperf, GitLab CI



CreabDesign – Bastia, France April to June 2014 - Internship

Education

ENSEIRB-MATMECA – Bordeaux

2017 – Computer Science engineering diploma, Multimedia and Videogames specialization

IUT Informatique – Bordeaux

2014 - University Degree in Computer Scence



English: Fluent

Italiano: Professional proficiency

Français: Mother tongue



High-tech: HackerNews, ProductHunt, AWS, Next gen, Web technologies and browsers, etc.

Videogames: Indie and retro