

Full-stack Engineer with extensive experience in software development, specializing in leading Backend and DevOps roles. Successfully led Backend initiatives and managed cloud infrastructure, optimizing performance for FinTech, public administration, e-commerce, and digital media projects. Proficient in Java, Python, Go, Node.js, JavaScript, Angular, Database Design, Systems Design, Object-oriented Programming, Version Control, and Team Management, with a strong focus on architecting scalable platforms and secure infrastructure using Docker, Bash, Kubernetes, and AWS. Aims to leverage expertise in cloud infrastructure and CI/CD pipelines to enhance efficiency and performance. Adept at mentoring teammates through collaboration, code reviews, and providing strategic guidance to ensure best practices. Experienced in deconstructing user stories and managing sprint estimations, enhancing team performance, ensuring deadline accuracy, and continuously studying and exploring new technologies, with a strong willingness to learn and expand my skill set.

### Skills

- **Programming Languages:** Java, Python, Go, Node.js, C++, C#, PHP
- **Frameworks:** Spring (MVC, Boot, Security, Data, Cloud), Flask, Express, Laravel
- **Databases:** SQL, PL/SQL, PostgreSQL, MySQL, Oracle, Redis, JDBC
- **Brokers:** RabbitMQ, Redis, Kafka
- **ORMs:** JPA, Hibernate, SQLAlchemy, Sequelize, MikroORM, Eloquent
- **CMS:** Liferay, WordPress
- **VCS:** Git, GitHub, GitLab, BitBucket
- **Web Servers:** Nginx, Tomcat, Apache, Weblogic
- **DevOps Tools:** Docker, Kubernetes, Kustomize, Jenkins, AWS (EKS, ECR, S3, IAM, EC2, RDS, SNS, VPC, Lambda, CloudFront, Inspector, WAF, CloudTrail, CloudWatch), eksctl, Terraform, Fastlane, Hetzner, CI/CD pipelines, Helm, IaC, Google Cloud (GCP), FluxCD, Unleash, Flagsmith, Oracle Cloud, OCI
- **Web Technologies:** HTML, CSS, JavaScript, TypeScript, Angular, AngularJS, JSP, JSF, PrimeFaces, WebSocket, Gatsby, React
- **Software Design & Modeling:** UML, OWASP, TDD, BDD, SOLID, Design patterns, Distributed Systems, Feature Flag, REST, Microservices, Monolithic, SOAP, PoLP, IaC, DevSecOps
- **Scripting:** Bash, Makefile, PERL, Ruby, RegEx, Groovy, BrightScript
- **Testing:** JUnit, Pytest, PHPUnit, Selenium, Unit test, Feature test, Integration test
- **Operating Systems:** Linux, Windows, MacOS, Android, IOS
- **Mobile:** React Native, Fastlane, ADB, Android Studio, Xcode, App Store, Google Play Console
- **Game Development:** Unity, OSVR, VICON, VRPN
- **AI:** TensorFlow
- **Blockchain:** Solidty, web3.js, openZeppelin, Truffle
- **Methodologies:** Agile
- **Other Tools:** REST API tools, Postman, IntelliJ, Visual Studio, Matlab, Maven, Gradle, NPM, JSON, TizenOS, Confluence, JIRA

### Experience

#### Amaris

*Senior Backend Engineer - Full-time*

**January 2025 - Present**

*Las Palmas de Gran Canaria, Spain*

Provided consulting for Flutter SEA at Sisal, developing multiple Java-based microservices, migrating legacy applications, and mentoring new team members.

- Rewrote legacy Java 1.7 code using Spring Boot and modern technologies; leveraged Spring Cloud for service orchestration and applied contemporary design patterns to ensure clean, high-performance code.
- Managed login, registration and async jobs scheduler of Java legacy apps across more than 4 countries; worked with Oracle databases, swiftly resolving bugs and issues to ensure a smooth, fast, and reliable workflow.
- Designed the migration strategy for transitioning WebLogic-based applications to Apache TomEE for deployment in Kubernetes clusters. Successfully migrated over 7 projects, delivering a fast, scalable solution with a clear and effective execution plan.

#### Lasting Dynamics

*Senior Backend Engineer | DevOps Engineer - Full-time*

**September 2021 - December 2024**

*Las Palmas de Gran Canaria, Spain*

Led backend and DevOps initiatives, facilitating project advancements and providing expert guidance to the development team in a technical leadership role.

- Developed backend tasks, resolved critical blockers, managed complex distributed systems design, and conducted detailed code reviews for 9 projects across diverse domains.
- Managed relational databases for large user bases and spearheaded the design of new database models and features.
- Led and managed an 8-member cross-functional team for a FinTech project, leveraging Go, PostgreSQL, Git, Docker, and Redis. Introduced new payment providers, expanded global payment processing, implemented robust unit and feature tests, ensured adherence to OWASP Top 10 security principles, and improved API response times by 77%..
- Developed and managed the creation of an internal e-commerce shop generator using PHP, PHPUnit, Laravel, PostgreSQL, Git, and Docker, enabling quick onboarding and improving customer satisfaction.
- Spearheaded the development of a manga community platform serving over 2 million users using Node.js, TypeScript, PostgreSQL, and Docker, doubling revenue through an optimized payment and subscription system.
- Developed a support website for neuroscientists using Python, Flask, Celery, PostgreSQL, and S3 for uploading large data files, significantly improving upload speed by 83% and API efficiency.
- Led backend and DevOps operations for a finance mobile application using Ruby, Fastlane, OneSignal, and Bash, ensuring reliable deployment on both Android and iOS stores. Developed authentication methods with React Native, expanding the user base, and enabling efficient push notifications.
- Developed an internal software using Node.js, Express, Zoho, and Dropbox to automate the processing of employee-submitted invoices, streamlining and simplifying the workflow.
- Managed the company's cloud infrastructure across 9 namespaces using Docker, Jenkins, Bash, and a custom Kubernetes cluster hosted on Hetzner, ensuring consistent deployments and reliable service performance.
- Created and maintained customer staging and production cloud infrastructure using Docker, Kubernetes, AWS, Bash, and FluxCD, ensuring seamless continuous deployment, optimal performance, and robust security with WAF firewall integration.
- Oversaw CI/CD pipelines for the company and customers across 10+ projects using Jenkins, optimizing deployments for both web and mobile applications.
- Created precise documentation using UML-based diagrams to support system understanding.
- Enhanced team support by providing quick technical solutions, delivering long-term improvements, and fostering overall team effectiveness.
- Deconstructed user stories and managed sprint estimations using Agile methodologies, improving team efficiency and ensuring accurate deadlines.

## Netcom Group

*Full-stack Engineer - Full-time*

**October 2016 - September 2021**

*Naples, Italy*

Contributed to multiple projects across various domains such as public administration, mobility, and healthcare, gaining experience in both team-oriented and independent roles.

- Mentored a 6-member cross-functional team to unlock bottlenecks, optimize workflows, and achieve key project milestones.
- Led the development and implementation of advanced backend REST microservices, accompanied by JUnit testing, for a mobility project using Java, Spring Framework, and MySQL, significantly improving performance and scalability.
- Spearheaded the development of an application to manage apprenticeship practices by enabling district selection on a map, using Java, Spring Framework, Angular, Leaflet, and MySQL. This improvement in map quality significantly enhanced the user experience.
- Implemented a dashboard to summarize automated test results using Java, Spring Framework, MySQL, Git, and Angular, improving visibility and increasing error identification by 62%.
- Developed an application for a healthcare project focused on blood diseases using Java, Spring Framework, MySQL, Git, and AngularJS, delivering a clear UI and high-performance services.
- Engineered full-stack web applications using the Liferay platform, Java, and JSF (with PrimeFaces) for public administration and governance authorities, streamlining processes and boosting user engagement.
- Created an easy-to-use framework in Python to simplify Selenium usage, enabling non-developers to write tests with Pytest efficiently.
- Developed native Android applications for a renowned museum using Java and TensorFlow, enhancing user experience and increasing visitor numbers.
- Developed an admin panel for a prestigious museum to manage visitor check-ins and check-outs with real-time updates, and monitor the battery status of audio-guide tablets, using Java, Spring MVC, Hibernate, WebSocket, HTML, CSS, JavaScript, JSP, MySQL, and ADB. This enhanced visitor management and improved control over tablet battery levels.
- Developed a streaming multimedia platform using the BrightScript proprietary language, improving both video quality and software performance.
- Developed a first-person educational game using Unity and C#, using Wavefront OBJ files to replicate real-world scenarios. The game offered an engaging learning experience and received positive feedback from users.
- Developed a company's internal system for managing incoming protocols (emails and scans) using the Liferay platform with Java, MySQL, JSP, and Ajax, enabling custom internal actions.
- Implemented the company's radio application on Samsung SmartTV using TizenOS, HTML, CSS, and JavaScript.

## Digital Comoedia

*Software Developer - Internship*

**April 2016 - September 2016**

*Naples, Italy*

Worked on a project that aimed to emulate virtual reality input devices, achieving successful results and desired outcomes.

- Implemented a simulator in C++ that emulates virtual reality input devices, such as controllers like the VICON APEX, virtual reality HMD, or other virtual reality joysticks, using the VRPN (Virtual Reality Protocol Network).
- Developed a real-time simulation scene in Unity 3D using C#, integrating real-time input from the C++ software mentioned above.
- Set up the VICON motion capture system, including calibration of IR Bonita cameras and custom object tracking by retroreflective markers.

## Education

**University of Naples Federico II**

**April 2017**

*Bachelor's degree, Computer Science*

*Naples, Italy*

Principal subjects: Mathematics, Algebra, Physics, Geometry, Programming (C/C++, Java, SQL, PL/SQL, UML), Architecture of calculators, Database, Informative multimedia systems (Theory of image/video/audio processing and GPS operating principles), Algorithm and data structures, Operating systems (Linux, low-level C), Statistics, Computer Networks, Computer Theory, Software Engineering.

Thesis title: *Simulation of input virtual reality devices utilized in a training platform environment.*

## Certifications

- PC software and Hardware Assistance

**December 2013**

## Languages

- Italian: mother tongue
- English: C1
- Spanish: A2