

MICHELE SCARIMBOLO

SOFTWARE ENGINEER & CLOUD SOLUTION ARCHITECT

EDUCATION

2017 – 2019 Master degree, Computer Engineering - Politecnico di Bari

Web Technologies and Machine Learning. Score: 108/110

2019-03 – 2019-06 Erasmus+ traineeship: Guest researcher - Universidad Politecnica de Madrid

Software sustainability and CI/CD

2013 – 2017 Bachelor degree, Computer Engineering - Politecnico di Bari

Computer technology. Score: 94/110

SKILLS

Technical skills:

Languages: PHP, JavaScript, HTML5, CSS3, MySQL/NOSQL, Swift4, Python, R. Framework: Bootstrap (v3, v4), jQuery, Vue.js (SPA/PWA), Slim (micro-framework for PHP).

Software/Tools: IntelliJ IDEA (phpstorm, webstorm, pycharm), Filezilla, Postman, xCode, Sequel Pro, Parallels Desktop, Slack, Trello, Asana, Office/iWork, TeamViewer, VNC Server.

Organizational skills and competences:

Able to work independently, planning and executing jobs with low supervision

Used to motivate the team and to cooperate to reach the goal

Customer facing:

Face-to-face and Skype meeting. In this situation I understand the customer needs: during this phase I think about the possible solutions to help him. After this, I study the problem and the situation, and I provide some proof of concepts to my customer to help us find a first real solution to him. When customer accepts one of my proof of concepts that I have done for him, I start to analyse each technologies that can help me to reach the solution, the time I have to spend to create every feature, the technical figures that I need into my team and, at the end of this analysis, I'll start with some project management tools (like Trello or Asana) to organized the work.

Technical skills and competences:

Able to analyze process

Able to write technical reports and documents, planning strategies

Able to make technology conferences to teach computer fields

Agile development with SCRUM methodology

LANGUAGES

Italian: mother-tongue

English: fluent

Spanish: beginner

WORK EXPERIENCE

Software Engineer

2018-01 – 2018-05

Matwork, Bari (Italy)

Design, development and release "uWelcome" on iOS platform. The design also included the development of a server to manage data used by the application. The website of application is reachable here: <https://www.uwelcome.it/>

During this work experience I have developed uWelcome App, from designing to release, in a team group. When we completed the program, I went to sell it in many accommodations. I interfaced with the owners, I explained how it worked and all the benefits they would have in using it.

Tasks to be carried out:

- Customer facing
 - Understand the client's needs and solving their problems (usually about products delivery)
 - Sales assistant through telephone
 - Continual communication with many suppliers about the products deficiency.
- Design and development of a web system architecture
 - User interface
 - Web application functional and non-functional requirements
 - Database and data model
 - iOS Mobile application
- Test and release

Achievements:

- Excellent communicational skills
- High satisfaction by the clients from solving their needs

Technologies :

Backend: Slim micro-framework, MySQL, Azure server.

Web frontend: Bootstrap3, HTML5, CSS3, jQuery.

iOS: Swift4 (with micro-libraries used with Pods).

Versioning: Git (Github)

Tools: PhpStorm for backend and web frontend, xCode for iOS, Azure for server management

Protocols/techniques: REST, Json

Methods: SCRUM (using Trello)

Museide, Naples (Italy)

Design and development "Museide" social network. The design also included: server and client-side development and a cross platform application.

This company aims to enhance the area in which it is used (monuments, places, events, etc.). During this experience I had a lot of contact with the end customers (chosen to test the app), so during each release, we were every day with our users to understand what their needs were and what they needed to create the best technological-cultural experience.

Tasks to be carried out:

- Team work coordination.
- Customer facing to improve the experience
- Design and development of a web system architecture
 - User interface
 - Web application functional and non-functional requirements
 - REST API methods
 - Database and data model
- Leader and Responsible of Technology department

Achievements:

- Participation at social innovation demonstration "31° Futuro Remoto"
- Participation at start-up accelerator "012 Factory"
- Improvement of the production management of the company
- Month-end report, expenses forecast and budget update.
- Improve problem solving skills during developing and team group coordination

Technologies :

Backend: Slim micro-framework, MySQL, Azure server.

Web frontend: Bootstrap3, HTML5, CSS3, jQuery.

Versioning system: Git (Github)

Tools: Phpstorm for backend and web frontend.

Protocols/techniques: REST, Json

Methods: SCRUM (using Trello)

Iterpro, Milan (Italy)

Design and development a software of football team management to help the team of sport scientists to improve players performance. <https://iterpro.com>

This company, now a leader in the football analysis sector in Europe, began its journey by interfacing with small football teams. During the first months of life of this company, me and 2 other colleagues, we interfaced with a team to understand how to acquire the data we needed to be able to apply the algorithm developed by our CEO. During this phase, with computers in hand, we discussed the use of specific equipment to be less cumbersome and annoying for players during training. As we were able to understand what both they and we needed to complete the first prototype.

Tasks to be carried out:

- Customer facing:
 - Understand client needs
 - Asking questions to clarify doubts regarding technical specifications
- Design and development of a web system architecture
 - User interface
 - Web application functional and non-functional requirements
 - REST API methods
 - Database and data model

Achievements:

- Excellent communicational skills
- Improve problem solving skills during developing
- High satisfaction by the clients from solving their needs

Technologies :

Backend: Slim micro-framework, MySQL, Azure server.

Web frontend: Bootstrap3, HTML5, CSS3, jQuery.

Versioning system: Git (Github)

Tools: PhpStorm for backend and web frontend.

Protocols/techniques: REST, Json

Methods: SCRUM (using Asana)

PROJECTS

Microsoft Student Partner (MSP)

2015-07 – 2018-07

Microsoft Student Partners are on-campus student leaders with a passion for sharing technology with their classmates. Gain leadership experiences, get access to resources and develop your technical and career skills. You might find yourself leading a hackathon, mentoring computer science students, or unlocking the next great idea with your team – it's all up to you.

Tasks to be carried out:

- Learning and Teaching about Azure
- Creation conferences for students and teachers
- Participations in Italian territory to spread our knowledge of azure

Achievements:

- Excellent communicational skills during conference and work meeting
- Excellent skills in Azure:
 - Cloud computing
 - Virtual machine
 - Database management
 - Resources monitoring / Analytics
 - Storage services
 - Web services

CERTIFICATIONS

- CISCO: CCNA Discovery: Networking for Home and Small Businesses | 2011
- Trinity Grade 6 at Trinity College of Dublin with 1 month permanence in Dublin | 2012

OTHERS

- Master of swimming | since 2016