Veronica Taucci

Software Engineer • Cloud Engineer • Web Developer

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SUMMARY

I am a driven Full Stack Developer proficient in both front-end and back-end coding. With experience in dynamic, fast-paced environments, I've successfully managed fluctuations in workload through meticulous organization and efficient time management strategies.I am passionate about troubleshooting problems, committed to taking on any task, and embrace challenges while consistently exceeding goals.

Thriving in collaborative settings, I build positive relationships and contribute to team success by leveraging my dependability, ethics, and resourcefulness. Whether optimizing code for performance or collaborating with cross-functional teams, I am focused on achieving objectives and excel in completing daily assignments with precision and expertise.

Beyond technical proficiency, I am deeply passionate about creating meaningful impact not only through the quality of my work but also through my attitude and approach. Driven by the desire to make a positive difference in everything I do, I seek to innovate, collaborate effectively, and drive positive change within my community. I am committed to leaving a lasting and meaningful mark on the world.

PROFESSIONAL SKILLS

JavaScript | Golang | Database Management | MySQL | Express | Server Side Pages | Sequelize | Mustache | React | JSON | HTML | CSS | PostgreSQL | Redux | MongoDB | Mongoose | Node.JS | Netlify | Heroku | AJAX | REST APIs | Passport.js | Bootstrap | Git | GitHub | TypeScript | Terraform | Infrastructure Automation | Cloud Computing | Distributed Systems | Agile Methodologies | Web Accessibility | Front-end Frameworks | Software life cycle | Microservices architecture | Version control | Web Security Practices | Responsive Design | JQuery | AWS | Oracle | Azure | Ansible

EXPERIENCE

Software Developer - Adaptive Computing   *January 2023 - Present*
Currently working with over 25 technology products and services. Learning about the world's largest private/hybrid cloud and technical computing environments with award-winning optimization and scheduling software.
During my experience with Adaptive Computing, I accomplished the following::

- Developed a License Manager Application encompassing both the programming interface and backend functionality, aimed at issuing licenses for ODDC (On Demand Data Center), the main product of Adaptive Computing.
- Designed a Command Line Interface (CLI) version for the On Demand Data Center Application and seamlessly transitioned it to utilize the APIs.
- Enhanced data security protocols to safeguard sensitive information stored within web applications. Optimized API requests to avoid transmitting confidential data such as private keys and credentials for cloud providers.
- Integrated third-party APIs, utilizing SDKs from various cloud providers, into applications to retrieve specific information such as regions and zones.
- Coordinated team efforts to analyze software requirements Tants and innovate effective solutions collaboratively.

- Identified and resolved programming issues, ensuring adherence to stringent security standards, and client specifications.
- Produced comprehensive technical documentation for applications that I developed: License App and ODDC CLI.
- Designed, implemented, and rigorously tested software solutions.
- Supported the team by reviewing pull requests and offering assistance to junior and mid-level developers with technical tasks, contributing to overall project success.
- Conducted evaluations of new software products and technologies, proposing recommendations for enhancing existing systems or developing new ones. For instance, one initiative involved creating a Command Line Interface (CLI) for the On Demand Data Center, enabling its use independently from the existing UI as a standalone application.
- Maximized website performance with responsive designs and optimized page load times, employing React rendering and minimizing API calls for efficiency.
- Successfully completed training programs to acquire proficiency in new coding languages and application development techniques. This included mastering Golang to effectively implement it within the License Application project.
- Mentored junior developers, offering guidance on coding techniques and tool usage best practices.
- Presented regular progress updates during meetings, addressing project-related concerns, and inquiries effectively.
- Kept up-to-date with emerging technologies and industry trends relevant to Full Stack Development work.
- Provided technical support and resolved issues related to application functionality.
- Proactively identified areas for improvement in application architecture or performance optimization.
- Debugged and fixed existing software bugs to improve overall user experience.
- Refactored legacy codebases to improve efficiency, readability, and maintainability, such as optimizing database queries for better performance.
- Evaluated application responsiveness and eliminated bugs and glitches, such as fixing a CSS issue causing layout inconsistencies across different screen sizes.
- Consulted with teams and developed full life cycle of software product development, such as leading daily stand-up meetings to track progress and identify impediments
- Performed sprint planning, execution and review within software development life cycle.
- Assisted in design and deployment of new software features.
- Designed and implemented core architecture and capabilities for software from prototype to operational applications, such as architecting a scalable RESTful API for a web application or developing reusable React components for front-end UI elements.

Teaching Assistant - DigitalCrafts   *June 2022 - December 2022*
- Guided and mentored groups of students, achieving a 99% pass rate.
- Developed and implemented new practices to enhance daily training.
- Helped debug and rectify errors in applications.
- Collaborated with students and instructors to address learning needs effectively.
- Corresponded with students to provide career advice and support.
- Delivered clear and concise instructions during mentoring sessions.
- Conducted research to identify effective teaching methodologies.
- Inspected and evaluated student projects to provide constructive feedback.
- Assisted students in building and debugging software applications.
- Supported students in overcoming challenges and obstacles.

PROJECTS

Licensing Issuing App | [Github](#) | [veronicataucci.com/license](#). My aim was to gain practical experience and improve my Golang skills. This app efficiently manages user accounts and issues licenses for internal applications, handling CRUD operations and employing JWT authentication for security. Backend powered by Go-lang and PostgreSQL, frontend by React and Tailwind, ensuring a smooth user experience. Also includes a feature for sending license emails directly from the app.

Happy Shares | [Github](#) | [veronicataucci.com/happyshares](#). This media-sharing application aims to boost user engagement through enhanced accessibility features like voice/text messages and easy picture uploads. Users are required to register or sign in to access all features. Media is stored in a database for anytime access. Technologies used include Cloudinary, Toastify, MDN Media Recorder API, Google Firebase, Axios, React Bootstrap, and JWT Authentication with local storage.

BookHub | [Demo](#) | [Netlify](#) | [Github](#) | [veronicataucci.com/bookhub](#). This app was built to provide a space for book lovers to search for books from an API and keep records of their reading journey. Optimized user experience by implementing browser local storage, reducing server load and improving load times. The data is loaded into the application's global state when the page refreshes or loads. The main purpose of the project was a practical approach to learning React and Redux.

HabitCity | [Github](#) | [veronicataucci.com/habitcity](#). This is an app that helps the user build good habits, reach their goals, keep records, track streaks, and add comments for each habit, designed to work on Chrome on OSX, iOS devices, and Android devices, well-structured HTML, and access at least 2 scalable remote APIs.

RecipeBox | [Netlify](#) | [Github](#) | [veronicataucci.com/recipebox](#).

BlackJack Game | [Live demo on Netlify](#) | [https://github.com/VeronicaTaucci/blackJackGame](#)

EDUCATION AND CERTIFICATIONS

Digital Crafts Software Engineering Program / *Remote*   *February 2022 - Remote*
Certificate Full Stack Developer

University of Economic Studies of Moldova   *September 2011 - May 2014*
Bachelor's degree in Business and Administration / Acquisitions

ADDITIONAL SKILLS

- Exceptional collaboration and relationship building abilities
- Continuous Learning and Avid Learner
- Team Collaboration and fostering a culture of inclusivity and teamwork
- Requirements Gathering and Concept Development
- Microservices architecture and Agile Software Development
- Continuous integration and Continuous deployment
- Security best practices and Code validation
- Analytical Thinking and Problem-solving
- Interpersonal Skills, including proficiency in public speaking and multilingual communication
- Website Maintenance and User Support
- Goal Setting and Task Prioritization
- Adaptability and Flexibility
- Experienced in mentoring and training

LANGUAGES

- Romanian (native)
- English (fluent)
- Russian (proficient)