

Gino Notto

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skills://

Frontend ReactJS / TypeScript / JavaScript / HTML5 / CSS

Backend NodeJS / Webpack / Python / Redis / Postgres / NGINX / GraphQL / SQL / Java / C++ / C

Infrastructure Jenkins / Git / Docker / Terraform / AWS

experience://

Bloomberg LP - Senior Software Engineer (2020 - Present)

- Technical lead for client facing projects in which I was responsible for collaborating with engineering and business teams, proactively identifying dependencies and risks, as well as contributing code. Successfully delivered multiple projects on time including one that led to a \$350K contract.
- Architected and led development on a modular React application that could be deployed within two separate enterprise portals by using the Context API to inject host specific implementations.
- Leader in the Bloomberg web community which involved providing guidance on best practices and contributing to inner source initiatives across the firm. Such projects include a React component library used across enterprise applications as well as educational materials.

Bloomberg LP - Software Engineer (2016 - 2020)

- Developed several high traffic client facing JSON-LD REST API endpoints using Python, Flask, and Marshmallow allowing clients to search and request enterprise data.
- Optimized both the frontend and backend of a full stack web application. Examples include reducing the rendering of 70K+ items from minutes to milliseconds and reducing implementation costs of common tasks from weeks to days.
- Developed Jenkins CI/CD workflows to ensure reliable software releases. Workflows include automating the verification, packaging, and deployment of various software.

MCS Solutions - Software Developer (2015 - 2016)

- Migrated an application from inline JQuery scripts and styles to AngularJS. Pages were served via a mix of server side rendered HTML and client-side JavaScript.
- Utilized PHP Symfony and Doctrine ORM to serve AJAX requests to client side rendered pages.
- Modified an open source AngularJS chart library built on D3.js to display custom visualizations.

University at Buffalo - Teaching Assistant (2013 - 2015)

- Responsible for teaching multiple Java labs consisting of between 20-30 students each. Taught multiple lectures consisting of 100 students.
- Developed a real time 2D game engine in Java for students to easily create interactive programs to explore object oriented programming concepts.

education:// University at Buffalo / B.S. in Computer Science / 2016