

Cristina Amico

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Github: <https://github.com/criamico>

Portfolio: <https://criamico.github.io>

Summary

So far in my career I had the chance to experiment many different technologies and approaches. I've worked in three different countries for several companies, thus I've got to know different work environments, from the small and agile company to the large and multicultural corporate environment. On every job I've acquired something, either new and interesting technical skills or great human experiences. My goal is to keep learning.

While working at FCA main offices in Detroit, I developed a deep interest for UI development. After this two-years experience, ended in 2015 when I relocated to Dublin for personal reasons, I decided to move on with web development. Since Nov 2016 I've been working as software engineer intern in Zendesk Dublin offices.

My personal portfolio is visible at <https://criamico.github.io>.

Experience

Software Engineer Intern at Zendesk International LTD

Nov 2016 - current — Dublin, Ireland

Web developer in the Talk team in Zendesk offices in Dublin.

Main responsibilities:

- Delivering code for production, adding new features and fixing bugs in Talk and SMS web applications code-bases, mainly on the front-end.
- Write code and develop tests using test driven development approach.
- Closely collaborating with team members following Agile practices (two weeks Sprints, continuous deployment) and actively participating in the peer review process.
- Working closely with UI/UX designers and Localization teams to deliver high quality products
- Tools and technologies:
 - Javascript ES6, React JS, SASS, Webpack, Babel
 - Ruby on Rails, MySQL
 - Jasmine, Jest
 - Git
 - Confluence, Jira

UI Developer at FCA North America LLC (formerly Chrysler Corporation)

May 2013 - June 2015 — Auburn Hills, MI, USA

Responsible of the UI software development for the 7" instrument cluster panel of FCA new vehicles.

- Implementing the production UI via the Altia suite, using provided requirements, graphical assets, fonts and localization files.
- Implementing innovative proof-of-concept projects not targeted for production
- Experience in working and communicating with different stakeholders to define and clarify project requirements: UI / graphics designers, UX team,

- product engineers and suppliers.
- Automated post-processing of graphical assets
- Managing and implementing Change Requests
- Handling and fixing tracked bugs issued by QA teams
- Experience in creating prototype wireframes / UI mockups and collaborating with graphics designers to improve the final aspect and behavior of the software
- Ability to work on deadlines and to handle several projects at the time by self-managing priorities
- Experience in attending periodic code reviews
- *Accomplishments*
- Successfully delivered code for several production vehicles, such as:
- 2015 Dodge Challenger, 2015 Dodge Charger, 2015 Chrysler 300, Maserati Ghibli, Maserati Quattroporte, Maserati Levante
- Pictures of the actual clusters are visible at <http://www.drivesrt.com/2015/challenger-srt-hellcat/gallery/>

Software Developer at ACTIA ITALIA S.r.L.

May 2011 - July 2012 — Turin, Italy

- UI & sw development for telematics devices
- Development of data processing algorithms to save and store statistical data obtained from multiple sensors connected to display-equipped telematics devices
- Development of a Python-based parser to automatically generate spreadsheets reports from multiple csv files

Electronic Systems Engineer at CNH Industrial (formerly Iveco S.p.A.)

Oct 2010 - Apr 2011 — Turin, Italy

- Testing and validation of engine ECUs software through an “hardware in the loop” equipment to simulate the vehicle behavior.
- Requirements analysis

Intern at Department of industrial and Mechanical Engineering of Università di Catania

Oct 2009 - Apr 2010 — Catania, Italy

- Development of a C# numerical software aimed to calculate natural frequencies of any parallel robot (PKM) described by its joints.
- Dissertation titled: “Implementation of a C# algorithm to study the elastodynamics of parallel robots”.

Continuing Education

FreeCodeCamp Front-end certification

April 2016 - current

My progress status is visible at <https://www.freecodecamp.com/criamico>

Udacity Front-end Web Developer Path

Jul 2015 - Jul 2016

Online courses focused on front-end web development.

Education

Master's Degree in Automation Engineering

2006 - 2010 — Università degli Studi di Catania, 95125 Catania (CT), Italy

Bachelor's Degree in Electronic Engineering

2002 - 2006 — Università degli Studi di Catania, 95125 Catania (CT), Italy

Skills

Communication and interpersonal skills

- Good verbal & written communication skills
- Excellent team work experience acquired in different multicultural workplace environments
- Ability to quickly adapt to new environments
- Collaborative and open to share knowledge with other team members

Technical and job-related skills

- Excellent attention to details
- Strong analytical and problem solving skills
- Self-driven and able to meet deadlines

Software skills

Web technologies:

- HTML5
- CSS3, SASS
- Javascript, ES6
- React JS
- Webpack
- JQuery, AngularJS 1.x
- Bootstrap
- Jasmine
- npm
- Responsive web design

Code versioning:

- GIT

Graphics:

- Photoshop CS6, GIMP
- Inkscape
- UX & Usability (work experience)

Other programming languages and tools

- Python
- Ruby on Rails

Db:

- MySQL

Methodologies

- Agile, TDD

Languages

English, Italian (mother tongue)

Interests

- Reading
- Travelling