Orlando Leombruni

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WORK EXPERIENCE

C-MAP Italy, a Brunswick Corporation company   **July 2021 – Present**
Full-stack Developer   *Viareggio, Italy*
- C-MAP is a key player in the world of recreational marine cartography and is a part of Brunswick Corporation, the global leader in the field.
- As the de facto leader of the Backend Services team, I design and manage critical cloud systems for purchasing, licensing, and updating charts.
  - Internal APIs that serve more than 250k unique users per day, with <0.5% failure rates and less than 150ms average response time.
- I also wrote both backend and frontend components of C-MAP's new ecommerce, customizing an off-the-shelf platform to support industry-specific requirements.
- Finally, I help write and manage internal tools for chart production and distribution.
- Scored top performance awards for three years straight.

Istituto Nazionale di Fisica Nucleare   **Nov. 2019 – June 2021**
Associate Researcher   *Pisa, Italy*
- INFN is the Italian leading public institute for research on high energy physics.
- I was a member of the Pattern-matching Unit for Medical Applications (PUMA) project, which aimed to re-use a custom board developed by CERN for high-energy physics in the medical context of Magnetic Resonance Imaging.
- I was the resident software developer and wrote custom drivers and adapters for the board, simulators and other tools.

EDUCATION

Scuola Superiore Sant'Anna and Università di Pisa   **May 2020**
Master's Degree in Computer Science and Networking   *Pisa, Italy*
- Graduated with 110/110 *summa cum laude* (full marks with honors).
- Relevant courses: high performance computing, parallel programming tools and techniques, software-defined networking, advanced algorithms, models of computation, advanced software engineering, network management and configuration, queueing theory, peer to peer systems and blockchains.

Università di Pisa   **December 2015**
Bachelor's Degree in Computer Science   *Pisa, Italy*
- Graduated with 110/110 *summa cum laude* (full marks with honors).
- Courses on fundamentals of programming languages, computer networks, operating systems, databases and user interfaces.

SKILLS & INTERESTS

- **Skills:** Agile methodology; test-driven development; CI/CD; containerization and virtualization.
- **Technologies:** Azure; Terraform; API frameworks (FastAPI); relational databases (PostgreSQL); serverless applications; documentation platforms (OpenAPI, Markdown, LaTeX); frontend frameworks (React, Vue).
- **Programming languages:** Production-level experience in Python, TypeScript, JavaScript and C++. For personal or academic projects I also used Java, C, Rust, OCaml and MATLAB.
- **Interests:** technology; music, from italodance to heavy metal; gaming (especially JRPGs); standup comedy; The Simpsons; Brooklyn 99.