DANIELE LENA, SOFTWARE ENGINEER

INTRODUCTION

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Passionate and creative **Software**Engineer. I am highly professional with an aptitude for problem solving and a need to create.

I have experience in **Full Stack Web Development** with comprehensive expertise across the entire stack. Proficient in **both front-end and back-end** development, with a strong understanding of **infrastructure** and **deployment** processes.

TECH STACK















WORK EXPERIENCE

Software Engineer II

Green Man Gaming London, U.K November 2021 - current

Currently serving as a Software Engineer II at Green Man Gaming, I have accumulated valuable experience and expertise in various areas of software development during my ongoing three-year tenure.

On the **front-end** side, I have effectively utilized technologies such as **React**, **Typescript**, **Tailwind** and **Storybook**. On the **back-end** side, **Golang**, **Python**, **C#** / .NET, MongoDB, PostgressDB, CouchDB

Furthermore, I have actively engaged in **infrastructure** management on **AWS** and **GCP**, employing tools like **Pulumi** to implement Infrastructure as Code (IaC) principles .During this time I successfully obtained the **AWS Associate Developer certification** (DVA-C02).

I am also experienced in using and managing **CI/CD pipelines**, Github Actions and during the on-call shift, I am in charge of **production deploys**.

In addition to my technical contributions, I have regularly participated in various activities such as **technical investigations**, **code reviews**, and **sprint demos**. I also take part in the **on-call** schedule for incident response and mitigation.