

GIMIGNANO FRANCESCO

Senior Full Stack Developer

CONTACTS

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📍 Barletta (BT), Italy

🐙 github.com/JimiIT92

EDUCATION

🎓 Microsoft AZ-204
2025 - Certificate no: 403M00-064074

🎓 Microsoft AZ-900
2022 - Certificate no: I252-9437

🎓 Bachelor Degree
2017 - Computer Science - University of Bari

SOFT SKILLS

🎨 Adobe Suite
Photoshop - Premiere - Reader

📄 Microsoft Office 365
Excel - Word - Power Point

🎨 Figma

🎧 Audacity

🏠 I use Arch, btw...

HOBBIES

🎮 Gaming

🥊 Boxing & gym

🎸 Rock music & mosh pit

🎬 Books & TV shows

🌱 Animals & sustainability

✈️ Travelling

ABOUT ME

Hi! I'm Francesco and I'm a software developer mostly working with the .NET stack. I'm excited to work in multicultural teams of all sizes, with task management tools to better organize the team work. Applying as Software Architect, preferably working remotely.

RELEVANT WORK EXPERIENCE

2020 - ONGOING **NEXUS ADVANCED TECHNOLOGIES**
Full Stack Developer
Remote + on-site - Bari (BA) - Milan (MI), Italy

Maintenance, design, and development of new and existing features for Wolters Kluwer Italy software **Genya** using .NET, SQL Server and a custom angular-like framework. Use of Azure DevOps to manage and organize work.

2017 - 2020 **ECOM IMAGING**
Backend Developer
On-site - Barletta (BT), Italy

Maintenance and development of internal tools for warehouse management and e-commerce websites like **fotoREGALI.com**. Migration of internal systems and websites from an on-premise hosted infrastructure and a monolithic architecture to a cloud-based microservices architecture on AWS.

TECH STACK

➤ BACKEND
C# - .NET

⚡ FRONTEND
HTML - CSS - JAVASCRIPT - TYPESCRIPT

🗄️ DATABASES
SQL SERVER - MONGODB - REDIS

OTHER PROJECTS

2025 **BREATHSTEALER**
<https://globalgamejam.org/games/2025/breathstealer-1>

3D concept game made with Unity during the Milan's 2025 Global Game Jam. Game objective: run for your own life, since oxygen is running out and the only way to survive is to "steal" it from other human beings.

2012 - 2014 **MORWEN'S CURSE**
Unreleased

2D rogue-like game made from scratch without a game engine. Game objective: escape a procedurally generated dungeon by solving some puzzles before proceeding to the next level. You have an inventory and some skills (based on your class) at your disposal, with each level being harder than the previous one, leading to a final boss battle.