

BRUNO FORTUNATO

SKILLS

20 years of experience and passion to acquire different skills in various sectors. The main ones are listed below:

DevOps, MachineLearning, TensorFlow, Scikit Learn, BlockChain, Microservices, REST, GraphQL, Object, functional and procedural programming, Apache Kafka, SQL and NoSQL databases, Docker, Kubernetes, Terraform, OpenGL, Shaders programming, Game programming, Low level programming, C/C++, Arduino, Raspberry, Java, JNI, Scala, Kotlin, Spring, Node, JS, Flutter, Dart, React, CI e CD, Jenkins, GraalVM, TDD, Compilers and Parsers, Python, Unreal Engine, IOS, Android, NDK, Apache stack.

EXPERIENCE

Applica SRL, Matera – CTO & Co-founder

SEPTEMBER 2010 – PRESENT

- Company's base frameworks and architectures
- Web based WEBGL DICOM Viewer
- DRAX IoT Platform
- Machine learning algorithms for fire prevention
- ABC blockchain solution
- Hybrid and Native mobile applications
- ACUCOBOL runtime and compiler maintenance and extensions
- Multi-platform 2D game engine based on SDL
- DevOps, CI e CD
- Microservices architectures
- Virtual Reality telepresence robot
- IOT Solutions
- Java hot-deploy agent
- Game development
- Web Development
- Embedded programming
- System integration

Various companies, EUROPE – Senior software developer, CTO

NOVEMBER 2001 – SEPTEMBER 2010



A great experience as full-stack software developer and CTO in various companies in Europe.

EDUCATION

Università degli studi di BARI, Italy

PHILOSOPHICAL SCIENCES

OPEN SOURCE

Contributor of XFCE Desktop environment and Linux kernel

Personal Github page: <https://github.com/bfortunato>

Bmo Fortunato