

DIEGO FRANCISCO BUENO SARTÓRIO WHITTEN-BROWN

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS [JavaScript](#), [TypeScript](#), [React](#), [Node.js](#), [SQL](#), [CSS](#), [GitHub](#)

AJAX, Amazon CloudWatch, AWS CDK, AWS Lambda, Bazel, C / C++, CRUD, Capybara, DynamoDB, Enzyme, Express.js, Git, HTML5, JSON, Jasmine, JAVA, Jest, jQuery, JUnit, MVC, Mocha, MongoDB, NoSQL, OOP, PostgreSQL, Python, RESTful API, RSpec, React Testing Library, Redux, Ruby, Ruby on Rails, Sass, Smithy, TDD, WebSockets, Webpack.

EXPERIENCE

Full Stack Software Engineer [AWS & Amazon](#)

May 2021 - Present

- Upgraded AWS Migration Hub services like Strategy Recommendation first time user experience and Orchestrator service, facilitating adoption and lowering requirements for clients to save up to 50% in large enterprise migration costs through automation of workflows.
- Headed bereavement automation frontend initiative in Typescript React with Redux, reducing 70% of related HR requests, saving \$140M/year in costs and improving response time from 3 days to instantaneous.
- Engineered new pay experience using React and Node.js to consolidate views of historical, current and future pay, compensation, benefits and incentives information. Reducing 500K annual contacts to HR and improving AtoZ app internal score satisfaction.
- Designed and managed global feature releases by leveraging feature flags, delivering code to production in advance and mitigating risk through waved releases.
- Developed multiple API's to support automation initiatives using JAVA, Smithy models, Amazon CloudWatch, API Gateway, AWS CDK, AWS Lambda and DynamoDB.
- Handled On Call responsibilities, maintaining systems health and resolving emergencies and system critical failures. Created and updated existing runbooks on procedures, expediting resolution of varying severities.
- Mentored new hires and junior engineers in multiple areas, including team onboarding, best practices, career development, systems and on call rotation standards and procedures.

Full Stack Software Engineer Apprentice [Asana](#)

Sep 2020 - March 2021

- Developed a logged out version of Asana project views as part of a team of 8. A new feature from the ground up that required constant interaction with multiple stakeholders and departments including data science, marketing, monetization and security.
- Implemented Logged Out Timeline view, by writing new and refactoring existing React components, fetching backend data and mocking pieces to emulate a user where the framework expected it, reappropriating existing code into a userless dependent state.
- Incorporated all frontend code with unit test coverage using Enzyme and Mocha, writing custom shallow wrappers for React components and mocking functionality with Sinon stubs and spies.
- Handled data loading with Asana's proprietary projections and fragments system (similar to GraphQL), specifying what objects and fields to be loaded from datastore and taking advantage of TypeScript type safety from backend data.
- Worked closely with the Data Science team, incorporating Asana's logging framework to capture multiple actions taken by a logged-in sharer and non-user, removing a major block for early beta users and providing valuable usage data.

Supervisor [CVS Health](#)

Feb 2017 - May 2019

- Analyzed customer feedback and designed high priority tasks, increasing sales and surpassing the \$7 million milestone.

Software Engineer Volunteer [Internet Archive](#)

May 2015 - Sep 2016

- Optimized the C / C++ emulator by eliminating repetitive function calls, increasing efficiency by 5%.
- Developed an integrated chrome plugin by reading and modifying the DOM, allowing users to curate music content.

PROJECTS

Racket (JavaScript, Ruby on Rails, PostgreSQL, React, Redux, HTML5, CSS3)

[GitHub](#)

Real time chatting application, a pixel perfect tribute to Discord.

- Utilized Rails Action Cable to implement WebSockets TCP protocol and subscribe consumers to multiple channels using a PubSub paradigm, allowing for users to communicate in real time.
- Incorporated CSS Media Queries and Animation Frames for a dynamic and responsive feel, improving user experience by customizing the display based on its size.

D20 Clicker (JavaScript, HTML5, CSS3)

[Live](#) | [GitHub](#)

Simple idle game that grows as you play until infinity.

- Employed local storage for data persistence through page refresh enhancing user experience.
- Engineered multiple customized animations that work in tandem by manipulating class definitions asynchronously for seamless response with user interaction.

EDUCATION

Software Engineering - App Academy | 2019-2020

AA in Network Security - City College of San Francisco

BS in Computer Science - Faculdade de Tecnologia de São Paulo

BS in Biology - Centro Universitário Fundação Santo André - Brasil