

# OBJECTIVE

Results-driven and highly skilled Software Developer with 5+ years of experience in designing and implementing innovative software solutions. Proficient in various programming languages and dedicated to delivering high-quality code.

# SKILLS

- Problem-solving
- Adaptability and Flexibility
- Teamwork and Collaboration
- Time Management
- Critical Thinking
- Agile methodology

# LANGUAGES

- Italian | Native
- English | Intermediate

# CONTACT INFORMATION

- ☐ info@felicezingaro.it
- 🛕 Via Cardano, 39 Andria (BT)
- (+39) 333 919 8450
- 🛱 20 Feb, 1997

SOFTWARE DEVELOPER

# Felice Zingaro

# **EXPERIENCE**

#### SOFTWARE DEVELOPER

OCT 2023 - PRESENT

EBWORLD S.R.L. PESARO (FULL REMOTE).

I am a Flutter Developer at EBWorld SRL, working on an application that leverages a GIS database to provide tailored information to various clients. These clients operate in sectors such as network infrastructure, water management, and highway services.

#### SOFTWARE DEVELOPER

FREELANCER. ANDRIA, ITALY.

Building upon my past experience, I have consistently invested in my professional growth. I have dedicated time and effort to creating additional projects and apps, enriching my skill set and knowledge.

#### SOFTWARE DEVELOPER

AUG 2020 - APR 2023

APPBAKERY SRLS (FOUNDER). TRANI.

I have extensive experience in web development, backend creation, and app development. Proficient in languages like Flutter, NodeJS, Java, and Python, I've successfully worked on various projects across different sectors. Leveraging tools like GitHub, GitHub Pipeline, and Docker, I've optimized development processes and ensured high-quality software.

# WEB DEVELOPER

DEC 2016 - AUG 2020

CROMASTUDIO DI MICHELE RUSSO. ANDRIA.

# **EDUCATION**

# INFORMATION TECHNOLOGY

2016 - PRESENT

UNIVERSITY OF BARI. BARI, ITALY.

# CISCO IT ESSENTIAL (GRADES WITH

MAY 2016 - DEC 2016

ITIS JANNUZZI. ANDRIA.

# TECHNICAL IT DIPLOMA

2011 - 2016

ITIS JANNUZZI. ANDRIA.

# **PROJECTS**

Explore all my personal projects on my website: felicezingaro.dev