Renzo Chiarino

FUSING TECHNOLOGY & CREATIVITY

PERSONAL

Developer from Uruguay where I'm currently based at. Studient, Lecturer and always pushing my limits.

LANGUAGES

Spanish - Native English - Intermediate Portuguese - Basic

HOBBIES

I stay active mainly training, strong passion for photography an area that always manage to keep me engaged. Hi there! As a **fourth-year Software Engineering student** at 24 years old, I am deeply passionate about merging technology with design. Proficient in various programming languages and equipped with hands-on experience in software development, with a keen eye for aesthetics and functionality, I thrive on creating software solutions that not only meet technical requirements but also deliver exceptional user experiences.

Experience in front-end development, incorporating modern technologies and frameworks.
Recently, I've been exploring Flutter, used it during a hackathon to develop a functional chat application and display data visualizations/charts. I've also begun implementing it for various university assignments and projects.

CONTACT INFO

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TECH SKILLS

FRONT-END

Typescript, React, Next.js, HTML5, CSS3

BACKEND

RESTful APIs, Node.js, Express, Prisma, Entity Framework & EF Core, .NET, C#, PHP, Java

DATABASE

MySQL, MongoDB, Firebase, SQLManager

DEVOPS

Docker, Kubernetes, GitHub, GitHub Actions, Git

TESTING

Postman, Jest, MSTest, TDD & BDD

PRODUCT & ANALYTICS

Prototyping, Google Analytics, Web Vitals, SEO, A/B

SOFT SKILLS

Adaptability, Fast learning, Teamwork, Problem Solving, Creativity, Communication, Time Management

RELEVANT EXPERIENCE

FULLSTACK DEVELOPER | SAGITTA

08-2025 - 11-2025

As part of the onboarding process, I built a scalable web scraping system using Scrapy and Selenium to extract real estate data, which was integrated with an AI-powered chatbot that allowed users to interact with their personalized property results. This initial project evolved into a production-ready solution with a strong focus on scalability and maintainability. Also integrating with multiple AI models, including LLMs through Ollama and Google's Gemini, as my finals contributions I was involved in the chat interface, that was a separeted web-based application.

FOUNDING ENGINEER | METRIA

01-2025 - 08-2025

In my time here my responsabilities were from building an improving the core Al agent, to revamping the web aplication, this also included the development of the back-office web app to manage the business. My aproach in the entire UI was heavily focused on **user experience**, as the first priority, leveraging modern technologies like React and component libraries such as Shadon. This exposure allowed me to deepen my knowledge of these technologies and significantly refine my front-end development skills.

SOFTWARE ARCHITECTURE LECTURER | UNIVERSIDAD ORT

03-2025 - Present

Throughout the course, students learn how to apply theoretical concepts and various tactics to technology. Students are evaluated through a mandatory assignment where they are tasked with developing an application with different requirements such as performance, availability, or security. To achieve this, the technology section covers the use of Node.js and TypeScript, databases (relational and non-relational), thread and parallelism management, API development, Docker as a deployment tool, and some testing strategies.

LECTURER FOR OPERATING SYSTEMS | UNIVERSIDAD ORT

08-2024 - Present

In this course we cover various topics, going from the basic of an operating system with low level languages, to more abstracts and infrastructure like as it would be Docker. From this base, we start with **concurrency** and **parallelism**, introduction to thread and exclucion structures as semaphores or mutex. Then we introduce **virtualizacion** and **conteinerization** with a deeper dive in this area since is important that the student knows how to handdle and work with this tools that are used in the daily bases in tech.

ASSISTANT LECTURER FOR DATA STRUCTURES AND ALGORITHMS 1 | UNIVERSIDAD ORT 03-2023 - 06-2023

This was my first encounter with **teaching**. In the beginning, I managed to create a work plan to provide better assistance to the students and teachers who consulted me, the main objective being to **teach** the students how to tackle **algorithmic problems** and how to **generate a solution** constrained by the specified requirements. It was a very enjoyable job for me because each student has a **different problem** and a differently devised solution, which led me to have to quickly understand and **adapt** to this constant change in order to generate a solution, explain why it wasn't working for them, or even generate **tests** for certain edge cases that raised doubts for me.