

# Dante DeSantis

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## SUMMARY

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Experienced Senior Software Engineer with expertise in developing mobile applications using .NET MAUI and Xamarin, enhancing user experiences for healthcare solutions. Proficient in managing release distributions through Azure DevOps CI/CD pipelines. Known for building strong relationships with project managers and leadership through the consistent delivery of high-quality, well-designed products. Demonstrated success in leading critical design reviews, collaborating on user story development, and ensuring efficient, high-standard project execution. Recognized as a reliable professional committed to driving growth and delivering excellent results.

## TECHINICAL SKILLS & INTERESTS

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- Coding Languages: C#, SQL , JavaScript, Python
- Frameworks/Libraries: .NET, MAUI, Xamarin, Xamarin Forms, React, NodeJs
- Deployment & Distribution of Commercial Applications using: Azure Devops, CloudServices, AppCenter, Knox MDM, Google Play Console
- Databases: SQL Server, Couchbase, Capella, Firestore, SQLite
- Miscellaneous: .Net Core
- GitHub: <https://github.com/DanteDee>

## WORK EXPERIENCE

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**Embecta**, Andover, MA - Remote

2022 - Present

*Senior Software Engineer*

- Responsible for developing and implementing features for a Xamarin Forms/MAUI mobile application used by patients with diabetes
- Built strong trust with project managers and senior leadership through consistent delivery of high-quality, well-designed products, driving significant career growth and establishing a reputation as a reliable professional
- Played key role in implementing a UI/UX application overhaul from Xamarin to MAUI in an effort to improve user experience and future development
- Spearheaded distribution of major releases utilizing ADO pipelining via .yaml, Knox MDM, Launch Darkly and Appcenter
- Collaborate with PMs to provide support with project plans including the point estimation, time allocation and grooming of User Stories/Tasks/Bugs using ADO
- Responsible for overall design review including code for areas where appointed as technical lead
- Responsible for overall commercial release, development & integration environments structure and strategy

**ArchiMedia Advantage**, Portsmouth, NH

2020 - 2022

*Software Developer*

- Lead mobile developer for Eureka! a eReader where students & professors can view and customize their study materials. Built on Xamarin.Forms, MVVM with Pdftron SDK
- Responsible for issue tracking, support services and data summaries for customers, utilizing AppCenter & Jira ticketing systems
- Responsible for importing exam result data to MSSQL Database for users to view on our site
- Manage multiple product sites to provide updates, support and overall maintenance

*Jr Software Developer*

- Designed and developed product images for promotional purposes.
- Dynamically displayed products on the front page on a week to week basis
- Additional responsibilities as assigned help manage companies website and mobile app including
- Conduct in-depth financial or industry/technology research and prepare reports and scrums.

**PROJECTS****Zodiac, Medical App**

2022-Present

- Cross platform for mobile application Zodiac, a Diabetes Assistant & Logging application to help Diabetics manage and treat their diagnosis
- Utilizes Bluetooth BLE, IoT to communicate with re-usable patch to handle the delivery of insulin
- Distribution of releases utilizing ADO pipelining via .yaml, Knox MDM, Launch Darkly and Appcenter
- Constructed using MVVM framework
- Substantial refinement of Xamarin/Xamarin.Android knowledge and development skills
- Implementation of Auth0 for account creation, management, validation and data collection
- UI structure developed using Xamarin Forms framework, XAML layouts and custom renderers

**Eureka!, eReader App**

2020 - 2022

- UI structure developed using Xamarin Forms framework, XAML layouts and custom renderers
- Responsible for completing Application Development Life-Cycle (ADLC) including concept, design, build, test and deployment for commercial release across all app stores
- UI structure developed using Xamarin.Forms framework including various XAML & XML layouts
- Designed & Implemented Cross-Platform Application architecture utilizing Xamarin.Forms and MVVM framework

**Space Chaser, Independent Game**

2023-Present

- Developed 2D “asteroid-like” game using GML, C#, Unity & Aseprite
- Implemented sprites, animations, enemies, bosses, scripts and bounding boxes
- Designed Parallax 2D scrollable backgrounds along with the according engine to support

**EDUCATION****Merrimack College**, North Andover, MA

2020

*Bachelor of Science in Computer Science w/t Mathematics minor*