Hello, I'm Rob Allegretti

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Skills

I am proficient with a wide variety of programming languages and frameworks, including C/C++, C#/.NET, JavaScript, PHP, Python, and several others. I have broad experience with Azure and AWS cloud systems, and automation of cloud infrastructure using third-party tools and APIs. I enjoy learning new codebases and frameworks and figuring out how to best integrate them.

Experience

JAN 2022 - SEP 2023 iMedia Technology, Centerville, MA – *Senior Network Engineer*

- Created cloud tenants in Azure including network, servers, VPNs, and automation
- Migrated company servers and workstations to Azure cloud services
- Configured and deployed hundreds of Azure Virtual Desktop users for remote work
- Developed procedures and processes for managing and troubleshooting cloud systems

DEC 2017 - JUNE 2020

Zudy, Hariwch, MA - Director of IT, Developer

- Managed company local and cloud infrastructure, primarily using Amazon AWS
- Developed REST APIs to provide access to company and partner data from low-code apps
- Automated cloud deployment of client servers using AWS JavaScript SDK and Node JS
- Assisted in development and troubleshooting of products using C#, .NET, and Typescript

FEB 2014 - JAN 2016

Icon Digital USA, Middleton, WI - Technical Services

- Provided software and hardware support for computer-based music instruments
- Developed web store and web CMS using OpenCart and PHP with custom payment system
- Built and managed on-premises servers, VPNs, and network infrastructure
- Hardware troubleshooting and repairs, soldering, embedded systems programming

FEB 2011 - FEB 2014

MC Audio, Madison, WI - Audio Engineer/Web Developer

- Analyzed, installed, and configured advanced lighting and sound networks at venue sites
- Rebuilt the company's internet presence and web store, implemented online payments
- Installed and managed on-premises workstations for product demonstration and testing

Education

SEP 2008 - FEB 2011

Full Sail University, Winter Park, FL - B.Sc. Computer Science, Game Development

Learned the process for advanced programming, SCRUM and AGILE methodologies, and the software development lifecycle through the creation of several game projects on small teams partnered with student artists and postgraduate producers.