

Fabio Romano

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SUMMARY

Cloud Full Stack Engineer with extensive experience in designing distributed architectures and event-driven systems. Experienced in the **Azure and Vercel** ecosystem and in developing scalable applications using **.NET, C#, and Node.js/Next.js**. Specialized in complex system integration, ranging from serverless backend implementation to high-performance user interface development.

Since August 2026, I have been a **Claude Certified Architect**, specializing in the orchestration and deployment of Anthropic AI agents and tools.

<https://www.credly.com/badges/0072b526-8106-40e7-9170-4c306d149012>

SKILLS

- **Languages:** C#, Python, JavaScript, C++, SQL
 - **Frameworks & Web:** .NET, Blazor, Next.js, Node.js, EF, Dapper
 - **Cloud:** Azure (Functions, APIM, Blob Storage, SQL Server, Cosmos DB), Vercel, Supabase
 - **Architecture & Tools:** Microservices, Event-Driven Architecture, REST APIs, TDD, Frontend SSR, MCP Server, Claude Code
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EXPERIENCE

May 2024, Current

AI Solution Architect, Hevolus Innovation

- Contributing to the development of an **enterprise platform for creating and orchestrating AI agents** and business processes
- Working across the platform's stack: **MCP servers, LLMs and Azure Foundry**

Azure Full Stack Engineer, Hevolus Innovation

- Architected and developed from scratch serverless backends using Azure Functions to ensure automatic scalability and reduce operational costs.
- Implemented data storage and persistence solutions on CosmosDB, SQL Server, and Azure Blob.
- Developed a web application using Blazor and JavaScript, focusing on client-side rendering efficiency.

Unity Developer, Hevolus Innovation

- Optimized and maintained VR/AR software for Quest 2 and Android platforms, improving frame rate and system stability.

September 2023, 6 months project

Unity solution developer consultant in VirtualSafetyLab

- Engineered complex industrial VR simulations for technical training, reducing end-user onboarding time through intuitive interfaces and serious games.

April 2023, 3 months project

Unity developer consultant in Engineering, Esprimo

- Developed virtual tours featuring voice interactions and dynamic multimedia asset management on Meta Quest 2.

July 2022 - April 2023

CRM and .NET developer consultant, Capgemini

- Customized and scaled Microsoft Dynamics CRM systems for a major Telecommunications industry leader.
- Automated data extraction and reporting using custom .NET tools, reducing manual processing time

September 2020 - July 2022

Unity developer consultant in Cetena Fincantieri, Gruppo FOS - Genoa and remote, Italy

- Gameplay, network, UI and animation programmer in a third-person lan multiplayer serious game used in naval training, for 2 to 6 players.
- Development and maintenance of a full mission naval simulation with VR supportNov 2019 - Feb 2020 (3 months internship)

Software developer university internship in Gruppo FOS - Genoa, Italy

- Reverse engineering of Kelvin Hughes naval radar network communication using Wireshark in order to build a protocol gateway using C# and .Net