CSC412

Internship - *Federico de Faveri*
Company Info

● Team Composition
● Schedule
● Main Responsibilities
How it all started

- WynwoodTech Community & Coding Bootcamps
- Tech Events in Miami
- The Application
- The introductory interview
- The technical interview
Project #1
From?!? iOS App

Quiz app that challenges the user to match NBA players with the college they are from.

TECHNOLOGIES:

- React Native
- Redux
- Loopback
- Node JS
Project #2 [current]
Implement a solid logging system for servers

- **ELK Stack**  
  [on a dedicated AWS server]
  - ElasticSearch
  - LogStash
  - Kibana

- **FileBeat**  
  [on each server we want to monitor]
  - Sends logs to the logging server
  - There are many types of “Beats”
  - Files, metrics, network packets ...
The catch: use Docker at all times

- Docker allows portability of the application:
  - Write a Dockerfile
  - Build the image from the Dockerfile
  - Run the image -> creates a container
  - Start, stop, and ssh into the container
  - Expose ports to allow containers to talk/listen
  - Easier scalability
Project #3 [Future]
Augmented Reality Project in iOS app

Skills needed:

- Objective C
- Vuforia
  - Framework to implement AR
- Unity
Some things that I learned...

- Best Practices over Opinions
- Technology changes fast, especially frameworks, read every few days.
- What matters as a developer is being resilient and calm, not “smart”
- Understand the big picture first, and how technologies communicate
- How to deal with clients
The end - Thank you for your time

Questions? :)