Simone Masiero

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Android Skills

Java/Kotlin
RxJava
Retrofit
Wear

Web Skills

NodeJS, VueJS
Python, Django
.NET
HTML
CSS, Sass, Less

Other Skills

JavaFx, TornadoFX
MySQL, RethinkDB, SQLite
NGINX, Apache
Sysadmin, Bash
Electron
Google Analytics
Facebook SDK

Tools

Git, Mercurial, SVN
IntelliJ, VS, Sublime, Vi
Trello, Slack

Personal Projects

> PoEKit Atlas
> LoLPlanner
> PingMe
> Hacker Typer
> BorderWait
> Reddit Investigator
> Imgr Gallery

Personal

Fluent English
Fluent Italian
Fluent Spanish

Interests

Travelling
Bouldering
Running
Video Games

Applicable Experience

Freelance

From a young age I always enjoyed developing; I taught myself how to code in various languages and, more importantly, how to build upon new platforms and new technologies. I crave learning and approach a challenging project as an opportunity to expand my knowledge.

Through my personal incentive and drive, I created several websites and apps, some of which are used by millions of people all over the world.

Android Developer - ViewRanger (2014 - 2018)

- Developed and maintained the Android version of the App
- Designed the communication protocol for the Wear Application
- Created a new map rendering engine with Canvas API
- Implemented a 3D engine for Augmented Reality in OpenGL ES

When I joined ViewRanger my first task was to overhaul the whole UI and bring it up to date with the latest Material Design guidelines. After a huge effort, Google rewarded us with the title of Top Developer.

Following this, we started to improve the inner workings of the app with the bleeding edge of the available libraries such as Retrofit and RxJava.

Thanks to our efforts, we were able to add new and exciting features to the app, including Augmented Reality and a powerful Wear application.

UX Developer - Bango (2012 - 2014)

- Built the App Stores (Mozilla and in-house)
- Maintained various Analytics Dashboards
- Integrated Carrier APIs

While my title was UX Developer, my role was more that of a full stack web developer working on all levels of the platform, from back-end (MSSQL, C#, ASP.NET) to front-end (raw JS with jQuery).

In this role I was able to strengthen my C# skills and knowledge of the .NET framework while learning about concepts like MVC, dependency injection and other useful patterns.

I also learnt to work in an Agile environment and had the opportunity to develop for companies such as Mozilla and Facebook.

Software Developer - MEGA (2009 - 2012)

- Developed software on PLC for industrial packaging machines
- Provided remote assistance to installed machines
- Installed and serviced machines

At MEGA, I mostly coded in Step 7 for Siemens PLCs, while not the same thing of programming mobile apps I learnt a lot about good documentation, code cleanliness and safety.

I also had to install and service the machines for which I had to learn the basics of electronics and mechanical engineering.