Antonio Cappiello

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SUMMARY

> As an engineer, I love crafting beautiful and cutting-edge apps with clean code at heart. I'm obsessed by performance and optimizations and I always try hard to maximize development efficiency by automating repetitive tasks.

> As a developer, I am able to work in fast-paced and agile development environments. I enjoy working with talented people and getting the most from discussing and collaborating with them.

> As a design lover, I especially strive for beautiful and simple solutions with the clients of the app and their "emotional state" in mind. I have an eye for design details and a love for material design.

——> My carrier in short <——

I have started my career at GLI as software tester for online gambling platforms. After 5 months, I became Software Engineering at the R&D department of Sitecom, a Dutch networking company. Over there I have worked for about two years, first as C-based firmware developer for modem and router, and later on as Android developer by proposing and building what turned out to be not only my first app, but also the most important app for the company. This app, named MyWiFi, has thousands of users and a 4+ rating on the Google Play store.

Afterwards I moved to the best e-commerce company of the Benelux, Coolblue, looking for new challenges. At Coolblue, I have been the first Android developer and as such I have been responsible for building the Mobile Apps Team, for implementing the very first app for the company and for laying the foundation for building future apps.

——> When am I not at work <——

In my free time I entertain myself with a few personal projects such as:

- my blog about android development: antoniocappiello.com,
- an app with thousands of downloads: Body Calculator,
- a Google's second prize award winner app built for the Google Fit Development Challenge 2015: Body Diary.

——> My Google Play profile <——

https://play.google.com/store/apps/developer?id=Selanto+Apps

SKILLS

- Android Development
- Android tools (ddms, hierarchy viewer, heap tracking, etc.)
- Test Driven Development
- Java
- Continuous Integration
- Agile Methodologies
- API Development
- Google Analytics
- UML
- Embedded Software
- Android Espresso, Instrumentation framework & Unit testing
- Android UI guidelines and code style
- Git
- Software Engineering
- Continuous Delivery
- Gradle
- Design Patterns
- Software Design
- XML
- Linux

EXPERIENCE

Coolblue   11 / 2014 - Present
Android Developer

I have been the first Android developer at Coolblue and, as such, I have been responsible not only for building the Mobile Apps Team, but also for implementing the very first company's app .
As the first android developer I have plenty of responsibilities, some of which are:

- taking care of all android development processes, from app design to publishing;
- working closely to stakeholders to define product specs and satisfy their needs with amazing apps;
- designing new features for our apps in cooperation with very talented UI designers
- gathering and implementing feedback from our UX and User Research experts;
- quickly prototyping new functionalities;
- implementing features and bug fixes following the Agile Scrum process;
- making sure the high quality standards of Coolblue are achieved by doing code reviews compliant to our guidelines and by ensuring high test coverage;
- implementing automated tests (unit, integration and UI based tests);
- ensuring that our codebase technical debt stays at a minimum level by executing design and code refactoring whenever needed;
- implementing our Continuous Integration and Continuous Delivery pipeline by configuring and monitoring our teamcity environment, device lab and Google play;
- conducting alpha and beta testing;
- implementing and maintaining a repository of internal libraries;
- researching and introducing to our company the latest Android development practices, tools and libraries by following several learning channels (Pluralsight, Udacity, Android dev blogs), thought leaders, courses and local development communities;
- giving product demos and presentations at the end of each 2-weeks sprint.

Some tools, platforms and frameworks used: - Android studio, genymotion, sketchapp, InVision; - git, SourceTree, GitHub; - jUnit and Espresso frameworks; - Gradle, Teamcity; - Google Analytics, Fabric, Crashlytics; - Retrofit, Butterknife, Dagger, DBFlow, Picasso, LeakCanary, Animations, Guava, EventBus, Findbug, Pmd.

Sitecom Europe BV   02 / 2013 - 10 / 2014
Android/Linux/Network Engineer

Involved in the design and development of applications for different kind of networking devices such as routers, networking media players, IP Cams, etc. (Networking protocols, Embedded applications, Desktop applications, Embedded programming, Mac OS X development, .NET, iOS/Android development, Git, GitHub, Redmine, Gradle, SourceTree, Eclipse, ADT, xCode, …).

Gaming Laboratories International   08 / 2012 - 01 / 2013
Online Games Verification Engineer

Regulatory compliance verification of gambling products, base and game platforms. Design and execute test scenarios from source code level until system level. Anayze, verify and validate complex system architecures based on the most recent development frameworks and languages. (Java, C++, C, XML, SQL, Web Services, Web Technologies, Dev Tools, SVN, VPN, SFTP)

WoodWing   01 / 2012 - 07 / 2012
Software Architect Junior

Defined a refactoring strategy to improve software architecture and evolvability of a legacy system. Analyzed change coupling tendency of development units and re-designed architecture fragments to reduce the current maintainability effort and to enhance the overall system evolvability. Research carried as part of the Master thesis in Software Engineering (GSEEM) (C++,PHP, Perforce, SQL, Visual Studio, Digital Publishing, Design Patterns)

Vrije Universiteit Amsterdam   04 / 2012 - 05 / 2012
Professor Assistant in Software Design

Professor Assistant for the course of Software Modeling of the Prof. Patricia Lago

EDUCATION

Vrije Universiteit Amsterdam   2011 - 2012
Second Master's degree (GSEEM) , Software Engineering

Mälardalens högskola   2010 - 2011
First Master's degree (GSEEM) , Software Engineering

Università degli Studi di Salerno / University of Salerno   2006 - 2009
Bachelor's degree , Computer Science

INTERESTS

Professional interests: android development, software design, UI design, UX, agile methodologies, startups, TDD, jUnit, Espresso, continuos integration, continuos deployment, java, Internet of Things.
Personal Interest: running, cycling, swimming, traveling, reading, nature, new technologies.

CERTIFICATIONS

Computer Networks   03 / 2013
Coursera
Programming Cloud Services for Android Handheld Systems   09 / 2014
Coursera Verified Certificates · License: EUNK5U4LAY

LANGUAGES

- English (PROFESSIONAL_WORKING)
- Italian (NATIVE_OR_BILINGUAL)
- Dutch (ELEMENTARY)