Elia Borsa

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Age 46
Married
Swiss

Objective	To work for a company which fosters quality, innovation and the application of new technologies and which encourages its staff to keep evolving on a technical and professional level.

Education

1997 – 2002 Master in Computer Science at the Swiss Federal Institute of Technology Lausanne (EPFL), Switzerland

Languages

Italian: native/bilingual

French: native/bilingual

English: very good knowledge (C1)

German: very good knowledge (C2)

Experience

May 2021 – Present Game Developer at Gbanga, Millform AG, Zürich, Switzerland

- Development of video games and augmented reality games for Android, iOS and the Web (.NET, A-Frame, App Store, AR Foundation, C#, Directus, Google Geospatial API, Google Play, JavaScript, Mapbox, performances optimization, surface shaders, three.js, UniRx, Unity, Visual Studio App Center). Also helping maintaining the DevOps infrastructure (Jenkins, Xcode).

- Know-how transfer in form of courses, workshops and documentation for topics like games performances optimization techniques and asynchronous programming.

- Developed a solution to manage online stored games content that can be dynamically loaded at runtime when required (similar to the Unity Addressable Asset System).

March 2019 – April 2021 Game Developer at Staay AG, Zürich, Switzerland

- Development of video games and augmented reality games for Android, iOS and PC. Programmed a network engine for real-time multiplayer games (.NET, .NET Core, App Store, AR Foundation, Burst Compiler, C#, C# Job System, Docker, Firebase, GameAnalytics, Google Play, network programming, performances optimization, Unity, Vuforia).

- Created a solution to improve Staay development workflow by automatizing building and deployment of video games on multiple platforms and devices (.NET, .NET Core, C#, fastlane, network programming, Ruby, Unity Editor customization, Xcode).

- Proactively improving the quality of the development environment, processes and standards. E.g. documented and trained developers on how to work with Git, defined how to organize Unity projects, extended existing C# coding conventions, made possible to concurrently work on the same Unity scenes and prefabs.

July 2016 – February 2019 Managing Director and Founder at Teambo Tech GmbH, Zürich, Switzerland

July 2016 – July 2018 COO and Co-Founder at Flatmatch GmbH, Zürich, Switzerland

- Responsible for the daily operation of Flatmatch GmbH and for the implementation of company strategies. Involved with finance, human resources and legal aspects.

- In charge of the development, operation and improvement of the Flatmatch App, a mobile application that significantly simplifies the process of finding a suitable shared flat or flatmate. Promoter of Scrum and Kanban.

June 2010 – June 2016 Group Manager at Avanade Schweiz GmbH, Zürich, Switzerland

- Development lead in charge of a software development group (40-50 people), organized in 5 teams located in Bangalore (India) and Rotkreuz (Switzerland), for a Roche project counting around 80 people. Responsible to deliver FDA compliant software using Scrum and agile practices. Improved the project's issues tracking process by optimizing planning, tracking and delivery of bug fixes. Improved communication processes and collaboration between managers and solved multiple conflicts between project members.

- Project lead in charge of the upgrade of processes, tools and development environments in use by multiple Roche departments. Main task: plan and coordinate the work of 5 teams located in Bangalore (India), Bratislava (Slovakia) and Rotkreuz (Switzerland), and synchronize activities with 7 departments' leads and an external supplier (Microsoft). Method applied: Kanban.

- Scrum of Scrum lead, responsible for the Product Owners and Scrum Masters of a Roche software development group (100-130 people) comprising 14 teams located in Bangalore (India), Barcelona (Spain) and Rotkreuz (Switzerland), for a project counting around 240 people. In charge of initiating improvements, optimizing processes and information flow to increase quality and efficiency standards. Teaching agile concepts and practices and coaching project members about agile matters. Furthermore, lead two teams (India and Switzerland) and collaborated with the Roche Rotkreuz IT department to manage the Indian infrastructure and development environment.

- First Product Owner and technical lead, then Scrum Master and build master for a Roche solution used to manage the communication and transformation of data between hospital/laboratory systems and diagnostics instruments. Established Scrum and agile practices when joined the team. Responsible for the ramp-up phase of multiple teams in Switzerland and Spain (Barcelona). Topics: agile methodologies, software development and technical concepts. Additionally, created branching and versioning strategies used by multiple teams and worked as advisor to optimize the build and release processes' automation of all Roche instruments drivers.

- Scrum Master for a team developing a software framework employed in many Roche's diagnostic instruments projects. Ensured that the Scrum framework and agile practices were understood and followed by the Scrum team and client's management.

- Project manager and technical lead for a tool used to plan and coordinate the worldwide upgrade of Roche employees' operating systems. Responsible for the team set-up and for choosing to apply Scrum. Coached team members about Scrum, agile, development, design, architecture and technical concepts.

- Coaching and teaching agile and Scrum methods to Roche, Roche externals and Avanade employees during the whole Avanade career.

- Responsible for the Avanade team working at Roche Rotkreuz and acting as career manager for a few Avanade employees.

August 2008 – March 2010 Project Manager / Technical Lead at OfficeWest AG, Olten, Switzerland

- Project manager in charge of projects based on Microsoft technologies. The tasks included the implementation and maintenance of the Scrum framework and agile practices like test-driven development (NCover, NMock, NUnit) and continuous integration

(CruiseControl.NET, MSBuild, Subversion).

- Technical lead for the .NET team with responsibility for the architectural, design and technological choices. Actively supporting software development activities (.NET, .NET RIA Services, C#, Entity Framework, Expression Blend, FxCop, MSSQL Server, NHibernate, Silverlight, WPF).

November 2005 – July 2008 ELCA Informatique SA:

- **November 2005 – July 2007** Senior Consultant / Technical Expert at ELCA Informatique SA, Geneva and Lausanne, Switzerland

- **August 2007 – July 2008** Project Manager / Software Architect at ELCA Informatik AG, Zürich, Switzerland

- Consultancy for OfficeWest AG as .NET expert for the transfer of know-how to develop a financial application for the SIX Swiss Exchange. Definition of the project architecture, teaching of .NET concepts and development of the first prototype (.NET, C#, MSSQL Server, NHibernate, WPF). Establishment of the Scrum framework and several XP practices in the .NET team.

- Answer of RFPs for projects based on SharePoint. This required mapping SharePoint to client needs and requirements, functional analyses, feasibility studies, proof of concepts, demos and proposal documents for clients like CIO, ICRC, JTI, Nord Stream, Romande Energie and WTO. Support for the development of mock-ups and advisor for technical aspects. Used the Scrum framework for small projects.

- Preparation and teaching of internal workshops on SharePoint 2007. Promotion of the product to ELCA managers and developers to build the internal know-how.

- Creation of technical and functional specification documents for a platform allowing the creation and management, at a world level, of all the Nestlé FoodServices branch's websites. Involved with the development of components integrated into the platform (ASP .NET, C#, SharePoint Designer, SharePoint Server 2007, Windows Workflow Foundation).

- Development of solutions for the computerization of the business processes (workflows) of Sanofi-Aventis. Involved in the evaluation of the existing processes and of the customer requirements to develop a computer model of the workflows by means of the W4 Studio tool. Responsible for the creation and maintenance of the resulting intranet site (ASP.NET, C#, Microsoft SQL Server, workflow engine W4 Engine).

April 2005 – October 2005 Software Engineer at Infotec SA, Geneva, Switzerland

- Extraction of functionalities from the financial analysis product MarketMap to create APIs to be integrated in various third parties' products. The result is a set of "MFC extension DLLs" developed in C++.

- Consolidation and extension of the front-end part of MarketMap (C++, GDI, MFC, Win32).

May 2002 – March 2005 Consultant at blue-infinity SA, Geneva, Switzerland

- Technical Project Manager on web-oriented projects for Patek Philippe and Philip Morris. Management of projects and teams for budgets varying from 50k to 250k CHF.

- Development of web applications based on the .NET framework for Philip Morris (ADO .NET, ASP .NET, C#, LLBLGen, Microsoft SQL Server).

- Evaluation and integration of state of the art technologies into innovative projects and solutions. This led to the development of applications for Handheld PCs running on Windows CE (C++, DirectShow, GDI, Win32) and to feasibility studies of wireless solutions

for mobile phones (Java Micro Edition), Handheld PCs and Pocket PCs.

- Responsible for the creation of reflex and ability games and presentation tools for Philip Morris and Japan Tobacco International (Flash, Macromedia Director).

September 2001 – February 2002 Developer at The Fantastic Corporation R & D SA, Manno, Switzerland

- Development of algorithms and mathematical formulas to deploy proxy server networks (C++, MFC, probability and queuing theories, TCP and UDP/IP, Win32).

Computer knowledge (selection)	CI/CD: Azure DevOps, CruiseControl.NET, Jenkins, Team Foundation Server (TFS)
	Cloud: Azure
	Databases: Microsoft SQL Server
	Frameworks: .NET, .NET Core, ASP.NET, ASP.NET Core, ASP.NET MVC, ASP.NET Core MVC, ASP.NET Web API, Bootstrap, MVVM Light, Silverlight, Xamarin
	Languages: Assembler (various processors and multimedia instruction sets like MMX, SSE, IA-64), C, C++, C#, CSS, HTML, JavaScript, Lisp, Sass
	Libraries: DirectX, log4net, Mapbox, OpenGL, Open Inventor, SignalR, Simple Injector, STL
	Microsoft Software: FxCop, Office 365, StyleCop, Visual Studio (6.0 to 2022), Visual Studio App Center, Visual Studio Code
	Operating systems: Windows (9x to 11), Windows Server (2000 to 2012), Linux, OS X, macOS
	ORM: Entity Framework, LLBLGen, NHibernate
	Security: ethical hacking
	Software: Adobe XD, Android Studio, Confluence, Director, Directus, dotPeek, Gimp, Git, Gitea, HP Quality Center and ALM, Inkscape, Jira, LibreOffice, Notepad++, NSIS, Pencil, ReSharper, Rider, Sourcetree, Subversion, WiX, Xcode
	Software development: application lifecycle management, continuous integration & continuous delivery (CI/CD), design patterns, pair-programming, refactoring, test-driven development, UML
	Stores: Google Play, Apple App Store
	Video game and AR/VR-specific: A-Frame, AR Foundation, Burst Compiler, C# Job System, GameAnalytics, Google Geospatial API, multiple game performances optimization techniques, surface shaders, three.js, UniRx, Unity game engine (5 to 2021), Vuforia
	Technologies: fastlane, MSBuild, Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), XAML
	Unit and integration testing: Microsoft Unit Test Framework, Moq, NUnit
	Virtualization: Docker, Hyper-V, Oracle VM VirtualBox
Certifications	Certified ScrumMaster
	Professional Scrum Master I
	Professional Scrum Developer I
	Professional Scrum with Kanban I
	Certified Avanade Scrum Developer
	Certified Avanade Scrum Project Manager
	Microsoft Certified Technology Specialist (Microsoft Office SharePoint Server 2007 – Configuration)