

# Francesco Santagati

SENIOR ANDROID DEVELOPER · FULLSTACK

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“Different isn't always better, but better is always different.”

## Skills

<b>Programming</b>	Java, Kotlin, PHP, Javascript, SQL, C# (Unity3D)
<b>Frameworks</b>	Android, Gradle, Laravel, AngularJS, Vue.js
<b>IDE &amp; Tools</b>	Android Studio, IntelliJ IDEA, GIT, Jenkins, Unix shell
<b>Languages</b>	Italian, English

## Experience

### Synesthesia srl

Full Remote (Turin, Italy)

SENIOR ANDROID DEVELOPER

Jan. 2016 - ACTUAL

- Maintenance of the skeleton project of an Android app used for the kick-off of new apps: Clean architecture (Presentation-Data-Domain) and design pattern for the management of asynchronous tasks (RxJava/Coroutines) and dependency injection (Dagger/Hilt).
- Gradle custom plugin development for Continuous Integration and uploading of builds to the cloud.
- Android app development: sporting events, control of devices for home automation via BLE, integration of game modules and augmented reality with Unity, integration of JNI modules with OpenCV.

### Ennova srl

Turin, Italy

SVILUPPATORE ANDROID E FULLSTACK JUNIOR

Jun. 2013 - Dec. 2015

- Development of cross-platform applications in Javascript with Phonegap/Cordova: MyTeletu, MyVodafone Business, Iren
- Development of CRM used by back-office in PHP with Yii framework: Vodafone MyLine
- Design and development of the integrated B2C logistics ETL system in PHP with Yii framework: Vodafone Italia

## Presentation

### Droidcon Italy 2017

Turin, Italy

SPEAKER: <ANDROID: ADAPTABLE ARCHITECTURE FOR AGENCIES

Apr. 2017

- We shared our experience in the designing and development of an architecture that can be suitable for a wide range of apps with different purpose and complexity, both from a technical and strategic point of view.

## Education

### University of Turin

Turin, Italy

B.D. IN COMPUTER SCIENCE

Sep. 2012 - Apr. 2019

- Course: Sistemi per il Trattamento dell'Informazione
- Vote: 94/110

## Extracurricular Activity

### Global Game Jam

Catania, Italy

DESIGNER & 3D MODELER

29-30 Jan. 2011

- Modeling game objects with Blender.
- Participated in design, development and art of a simple infinity run game.