

# Francesco Santagati

SENIOR ANDROID DEVELOPER

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"Different isn't always better, but better is always different."

## Skills

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

## Experience

### Synesthesia srl

Full Remote (Turin, Italy)

SENIOR ANDROID DEVELOPER

Jan. 2016 - ACTUAL

- Maintained skeleton project of an Android app used for the kick-off of new apps: Clean architecture (Presentation-Data-Domain), asynchronous tasks execution (RxJava/Coroutines) and dependency injection (Dagger/Hilt).
- Working with Gradle to build custom plugin for Continuous Integration and utilities.
- Developed Android applications focusing on architecture and user interface: international sporting events, control of devices for home automation via BLE and using JNI libraries, integration of game and augmented reality modules from Unity3d.
- 5+ years software development using Agile methodologies.

### Ennova srl

Turin, Italy

ANDROID AND FULLSTACK DEVELOPER

Jun. 2013 - Dec. 2015

- Leading the design and development of B2C logistics ETL process from SAP to courier data warehouse using cron jobs and LAMP stack.
- Developed Android applications using Phonegap/Cordova (consumer and business apps).
- Working with Yii to build CRM modules that is used by back-offices.

## 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.