Francesco Santagati

ANDROID DEVELOPER · FILLISTACK DEVELOPER

via Caraglio, 98/8 C, 10141, Torino, TO, Italy

🛘 (+39) 3319973978 | 💌 francesco@santagati.it | 🎢 www.santagati.it | 🞵 FrancescoSantagati | 🗖 francescosantagati

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

Education

University of Turin Turin, Italy

B.D. IN COMPUTER SCIENCE Sep. 2012 - PRESENT (part-time)

Skills.

Programming Java, Kotlin, PHP, Javascript, SQL, C# (Unity3D), HTML, CSS

Frameworks Android, Gradle, Yii, Laravel, AngularJS, JQuery, Spring, Phonegap/Cordova, Java RMI

IDE & Tools Android Studio, IntelliJ IDEA, GIT, Jenkins, Unix shell, AWS

CG / Game Dev Blender, Unity3D **Languages** Italian, English

Experience

Synesthesia srl Turin, Italy

Android Developer Jan. 2016 - ACTUAL

• Building native android applications with RxJava and Dagger

• Architect and maintainer of the android stater project that is used for each app kick-off.

Ennova srl Turin, Italy

PHP Developer Jun. 2014 - Dec. 2015

- Lead analyst and developer of Vodafone Logistics B2C platform project that interconnects Vodafone SAP with Poste Italiane carriers to delivery materials to new customer.
- Developed a CRM platform in PHP by Yii framework, that consists in a N-tier architecture system, inside a team of 15 members including functional analysts and developers.

Ennova srl Turin, Italy

JUNIOR ANDROID AND WEB DEVELOPER

Jun. 2013 - Jun. 2014

 $\bullet \ \ {\it Cross-platform\ mobile\ apps\ developed\ in\ Javascript\ by\ Phonegap\ Cordova\ framework.}$

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.

Extracurricular Activity _____

Global Game Jam Catania, Italy

DESIGNER & 3D MODELER

29-30 Jan. 2011

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