

Francesco Santagati

SENIOR ANDROID DEVELOPER · FULLSTACK

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

Skills

Programming	Java, Kotlin, 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

- 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).
- Development of Gradle custom plugin for Continuous Integration and build upload to the cloud.
- Development of Android applications: 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.