

# Francesco Santagati

ANDROID DEVELOPER · FULLSTACK DEVELOPER

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

## Education

### University of Turin

B.D. IN COMPUTER SCIENCE

*Turin, Italy*

*Sep. 2012 - PRESENT (part-time)*

## Skills

<b>Programming</b>	Java, Kotlin, PHP, Javascript, SQL, C# (Unity3D)
<b>Frameworks</b>	Android, Gradle, Yii, Laravel, AngularJS, JQuery, Spring, Phonegap/Cordova, Java RMI
<b>IDE &amp; Tools</b>	Android Studio, IntelliJ IDEA, GIT, Jenkins, Unix shell, AWS
<b>CG / Game Dev</b>	Blender, Unity3D
<b>Languages</b>	Italian, English

## Experience

### Synesthesia srl

ANDROID DEVELOPER

*Turin, Italy*

*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

PHP DEVELOPER

*Turin, Italy*

*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

JUNIOR ANDROID AND WEB DEVELOPER

*Turin, Italy*

*Jun. 2013 - Jun. 2014*

- Cross-platform mobile apps developed in Javascript by Phonegap Cordova framework.

## Presentation

### Droidcon Italy 2017

SPEAKER: <ANDROID: ADAPTABLE ARCHITECTURE FOR AGENCIES

*Turin, Italy*

*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

DESIGNER & 3D MODELER

*Catania, Italy*

*29-30 Jan. 2011*

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