

Alessandro Maroso

Software developer

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Summary

Starting from a solid background in iOS app development with high graphic content I'm expanding my knowledge towards Android environment and backend development.

Work History

Software Developer

IKS

May 2015 - Present

Development, maintenance and deployment of iOS apps written in Objective-C and Swift.

Development and maintenance of web apps using AngularJS and different backend frameworks.

Software Developer

Ware's Me

Feb 2013 - May 2015

Development, maintenance and deployment of iOS apps/games using Sparrow game framework.

Software Developer - Stage

Ware's Me

Jun 2012 - Dec 2012

Development of a Objective-C wrapper for Box2d physics library as an extension for Sparrow.

Software Developer - Stage

Ideogroup SRL

Jun 2010 - Sep 2010

Design of a web portal for social networks accounts management.

Computer repair technician

Pentaufficio

2006 - 2007

PC setup and repair

Education

Master's Degree, Computer engineering

Università degli Studi di Padova, Padua (Italy)

2010 - 2012

Bachelor's Degree, Computer engineering

Università degli Studi di Padova, Padua (Italy)

2007 - 2010

Scientific high school degree

Liceo Scientifico Jacopo Da Ponte, Bassano del Grappa (Italy)

2002 - 2007

Programming languages

Objective-C



Swift



JavaScript



Java



C/C++



PHP



C#



Main technologies and frameworks

- Apple frameworks and main third-party libraries.
- Game frameworks (Sparrow, Unity, Cocos2D).
- Node.js + Express.
- Ionic Framework (Cordova+Angularjs).
- Spring (Java) and Symfony2 (PHP).

Main methods and tools

- Architectural patterns used in the frameworks (MVC, MVVM, VIPER, etc.).
- Strong interest in Functional Reactive Programming.
- Everyday git user.
- Agile development methods and related tools such as Stash and Jira.

Languages

- Italian
- English (professional working proficiency)