

Curriculum vitae



Extensive knowledge of software development cycle.
Proficiency in Java, C, Javascript.
Dedication to meet customer requirements with innovative solutions that maximize efficiency and exceed capability targets.
Solid background in mathematics, analysis, and problem-solving.

Arian Nace Android Developer, +393405041973, ariannace@gmail.com

Education:

Sapienza, University of Rome
2007-2010 Bachelor of Computer Science, 107/110
2010-2015 Master in Computer Science, 108/110

Languages: Albanian, Italian, English

Work Experiences:

- 2016-2018 Reply, Android Developer



Sky Kids - I've managed to complete every part of the development cycle of the application, from **business requirements analysis** to the final deployment of the application. The resulting UI consisted in **fluid and smooth animations**. The app has resulted to be **robust**, easily extendable with minimum effort and adaptable.



Sky Go - I've successfully adapted the old codebase to use a **modern architectural pattern** (MVP), in order to increment the performances and to have a more maintainable and testable code. I also worked on the **database** and video player components.



UnipolSai Assicurazioni - I've implemented a set of new features including **maps** and the revolutionary "Casa Smart" section. Also worked on **notifications** and **analytics**.

- 2010-2016 Independent Full-Stack Android Developer



Geography Master (Multiplayer 3D Quiz) - I've started working on the idea and initial analysis and then proceeded to complete every stage of the development process. I used **Firebase** for supporting user authentication and notifications. The application relies on **AmazonAWS** services like **EC2**, **S3** for the backend counterpart.



Blue Marble Planets (3D LiveWallpaper) - I've used **OpenGL API** to create a realistic and interactive view of the most beautiful planets of our Solar system.



theShukran (Social Network) - I have implemented the new **UI design** and worked primarily on the animations.