

25 years old. Rome - Italy

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Skills

LANGUAGES

Italian - Native

Polish - Native

English - Proficient

CERTIFICATES

- CI/CD on Google Cloud
- Google Kubernetes Engine
- Google Cloud Fundamentals
- Google The fundamentals of Digital Marketing
- Cisco CCNA I

ACKNOWLEDGEMENTS

Hackathon Winner - Hack.gov 2019

PERSONALITY TRAITS

Team player • Analytical abilities •

Excellent comunicator •

Detail maniac

Tools & Tech

PROG. LANGUAGES

TypeScript • JavaScript • Swift • Python • HTML • CSS

FRAMEWORKS

React • React Native •

SwiftUI • UIKit •

DESIGN

Sketch • Figma • Pixelmator PRO

DEVELOPER TOOLS

Git • Docker • Jenkins • AWX •

Ansible • Google Cloud Platform •

Amazon Web Services • Terraform •

CocoaPods • npm • yarn

About Me

Greetings! I am a Computer Science graduate with a passion for iOS development. I specialize in building and optimizing mobile apps, particularly for iOS, while also leveraging DevOps and cloud solutions. I enjoy creating scalable, user-friendly software in collaborative environments, using modern technologies and best practices.

Sapienza University of Rome

Oct 2023 - Present

Master of Science, Major in Computer Science

University of Salerno

Sep 2019 - Sep 2022

Bachelor of Science, Major in Computer Science

Apple Developer Academy - Unina Federico II

Sep 2018 - July 2019

Partnership between Apple and the University Federico II, fosters expertise in iOS development

Work Experience

Software Engineer at FiberCop S.p.A - Full time

May 2023 - Present

- Designed and implemented a comprehensive DevOps toolchain, integrating CI/CD phases with Jenkins, SonarQube, and Ansible/AWX to streamline software development, testing, and deployment processes
- Developed a FinOps pipeline using Ansible to automate infrastructure provisioning and management across 120+ machines deployed on Google Cloud, resulting in a 55% reduction in infrastructure costs
- Streamlined code deployment by designing and implementing automated CI/CD pipelines using Jenkins, reducing manual effort by 70% and increasing work productivity.
- · Engineered web applications through React, implementing best practices to ensure high-performance and usercentric solutions

IT Consultant at Xister Reply - Full time

Mar 2023 - May 2023

- · Collaborated with cross-functional teams to develop and implement IT solutions that met business needs, resulting in improved communication and increased stakeholder satisfaction
- Engineered dynamic and responsive solutions by leveraging React framework; resulting in a 25% increase in user engagement and a 15% decrease in loading rate.

Mobile Engineer at Alfonsino S.p.A - Full time

Sep 2022 - Mar 2023

- Collaborated on the development of the three main company mobile applications that serve the needs of over 490,000 users across 11 regions of Italy through the use of tecnlogies such as React Native and React Native Web
- Built some of the most important app features by using libraries like React Navigation, Reanimated and Redux Toolkit
- Increase performance of the maps by optimizing the in app implementation of the react-native-maps library
- Rebuild from scratch major feature components to improve performance and clean up code by following design principles like SOLID
- Integrated different app modules natively by using Swift and Java
- Collaborated and managed the implementation of mobile app payments using Stripe SDKs
- Used Git for version control of the source code along with the maintenance of the builds
- Experienced in MVVM and other design patterns, supporting modularity and effective software refactoring

Mobile Engineer at Alfonsino S.p.A - Internship

Mar 2022 - Jun 2022

- Developed hybrid mobile platform to improve the management of the workflow by the customer service team
- Engineered login front end functionality including RESTful service calls, credential storage, and JWT token authentication
- Implemented different iOS-specific features by integrating native device APIs, improving user engagement and performance on iOS devices.
- Reduced the amount of unnecessary component rendering for improved performance