



Andrea Lin

SOFTWARE DEVELOPMENT
ENGINEER

Details

Fornovo di Taro, Parma
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Links

[GitHub](#)
[My Website](#)
[LinkedIn](#)

Skills

React
TypeScript
Node.js
CSS
Tailwind
HTML
React Native
Git

Languages

Italian
English (CEFR C1 Certified)

Employment History

Software Development Engineer, Polarity, Reggio Emilia, Full-remote

OCTOBER 2021 – PRESENT

Progressively transitioned from a hands-on full-stack development to a leadership position and mentoring small development teams.

Some projects I've had the pleasure to work on:

Holyart: eCommerce platform with €15M+ Annual Revenue & 7.5M Users/Year

- Developed Server-side rendered high performance Next.js website
- Developed the React Native Cross-platform mobile app

Digital Commerce and Crypto Payment Processor Platform

- Embeddable React.js multi-crypto (Bitcoin, Ethereum, Polygon, Solana, Tron, Nano and Concordium) non-custodial wallet for merchants
- Worked on the React.js merchants-side dashboard
- React.js Public Widget for Crypto Onramp, Offramp, Swap and Forex

Speaker

- **How C++ fixes React Native** | SoCraTes 2024:
<https://kore-koi.github.io/blog/posts/how-cpp-fixes-react-native/>

Bitcoin Layer 2 Wallet

- Developed the React Native Cross-platform mobile app
- Developed custom High Performance Native Modules
- Mentored a team of junior developers

HRTools

- Developed the React Native Cross-platform mobile application, collaborating closely with the design team

Polarity Internal Tool

- Serverless Web Platform for Time Tracking, Planning and Ticketing

Education

Information and Communication Technology, IIS Blaise Pascal, Reggio Emilia

SEPTEMBER 2016 – JUNE 2021

Graduated from the *ICT* program at school with a grade of **90/100**

References

Giovanni Bruno from Polarity
giovanni@polarity.dev | Tech Lead

Nicolò Fuccella from Polarity
nico@polarity.dev | Mobile Tech Lead

Internships

Educational internship for high school students, University of Parma

JUNE 2019

Internship with a total duration of 30/40 hours, where the final goal was the development of a video game using Python, supervised by Prof. Michele Tomaiuolo