Fernando Raviola

Sr. Android Engineer

👤 Profile

Seasoned Android Engineer with over eight years of experience working on high-profile graphics applications and large-scale multimedia applications. Experienced in building, deploying, and monetizing independent applications. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

💼 Employment History

Android Engineer at Glovo, Barcelona (remote)

January 2020 — Present

- Performed technical coding interviews.
- Implemented a third-party library for user ID authentication and verification (Jumio).
- Participated in Architecture committee meetings and contributed to the implementation of new testing frameworks.

Sr. Android Engineer at Canva, Sydney

December 2017 — September 2019

- Added support for an improved document schema to the Android graphics editor (Canva 2.0)
- Made use of OpenGL ES, shaders / GLSL language.
- Mentored new employees throughout codebase.
- Performed technical coding interviews for potential new hires.
- Implemented payment gateways (Play Billing / WeChat Pay)

Sr. Android Engineer at Love Agency, Sydney

November 2015 — October 2017

- Implemented a clean MVVM architecture using reactive programming principles and DI frameworks (RxJava2, Dagger2)
- Used Google's ExoPlayer library to consume video using the HTTP Live Streaming protocol.
- Worked closely with the back-end team to structure RESTful APIs.

Android Engineer at Walpy (side project), Remote

September 2017 — Present

- Designed, built and deployed an independent Android app with over +1M downloads and a 4.5/5.0 user rating.
- Configured the Gradle build system to split the app into platform-dependent modules.
- Worked extensively with OpenGL and the Android NDK (c++).
- Available in the Google Play Store

Software Engineer at Globant (Consulting firm), Argentina

April 2014 — November 2015

- Developed and maintained mobile applications for Globant's clients (Disney and eBay)

Details

SF, Cordoba, 2400
Argentina
fernandoraviola@gmail.com

Date of birth
01/12/1989

Nationality
Argentina

Skills

Android

Kotlin / Java

Gradle

RxJava

Coroutines

OpenGL

Dagger / Hilt

Links

Personal Website
Portfolio
Github

- Participated in decision meetings on team structure, PR reviews, tech debt, and code formatting.

☁ Education

Bs. Software Engineering, National University of Technology (UTN), Argentina

Five-year undergraduate degree with a mathematical foundation that includes calculus, linear algebra, and discrete mathematics, as well as a computer science core, including modern programming methodologies, the analysis of algorithms and data structures and the study of operating systems.

☁ Courses

Ray Tracing in One Weekend, Peter Shirley

December 2019

Creating a 16-bit general purpose computer from Nand gates, Coursera

June 2019

Deep Learning Nanodegree, Udacity

January 2019

Artificial Intelligence for robotics, Udacity

November 2018

Intro to Machine Learning, Udacity

October 2018

▥ Languages

English

- Certificate in Advanced English from the *University of Cambridge (CAE)*
- First Certificate in English from the *University of Cambridge (FCE)*
- Test of English as a Foreign Language (TOEFL)
- Duolingo English Test

Spanish

- Native Speaker

▥ Links

Personal Website

http://feresr.github.io

Github

https://github.com/feresr