Fernando Raviola

Sr. Android Engineer

👤 Profile

Eight years in the mobile application development industry working on high profile graphics software and large scale multimedia applications. Extensive experience building, deploying and monetizing independent applications.

💼 Employment History

Sr. Android Engineer at Canva, Sydney

December 2017 — September 2019

- Worked on Canva 2.0, a core re-write of the Android graphics editor.
- Implemented payment gateways (Google Play Billing and WeChat Pay)
- Mentored new employees throughout the Android client codebase.
- Performed technical coding interviews for potential new hires.
- Made use of OpenGL ES 2.0, shaders / GLSL language.
- Wrote unit/integration/UI tests.

Android Engineer at Walpy (side project), Argentina

September 2017 — Present

- Designed, built and deployed an independent Android app with over +400K downloads and a 4.7/5.0 user rating on the Google Play store.
- Made use of recent libraries and language features: Kotlin-Multiplatform, Coroutines, Ktor, and SqlDelight.
- Configured the Gradle build system to split the app into platform-dependent modules.
- Worked extensively with OpenGL/Shaders and the Android NDK (c++).

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 backend team to help structure RESTful APIs.

Software Engineer at Globant (Consulting firm), Argentina

April 2014 — November 2015

- Developed and maintained mobile applications for Globant's clients (Disney and eBay)
- Offered input on software related architectural decisions.
- 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

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Details

SF, Cordoba, 2400, Argentina

fernandoraviola@gmail.com

Date of birth

01/12/1989

Nationality

Argentina

Skills

Android

Kotlin / Java

Gradle

RxJava

Coroutines

OpenGL

Links

Personal Website

Portfolio

Github

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

Portfolio
https://photos.app.goo.gl/DobVVpNnVaJBsDtG7

📣 References

References available upon request