

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 billing capabilities into the app (Google Play / WeChat)
- Performed technical coding interviews for new hires.
- Made use OpenGL, shaders / GLSL language.
- Mentored new employees throughout the Android client codebase.
- 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.

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.

Details

SF, Cordoba, 2400, Argentina

fernandoraviola@gmail.com

Date of birth

01/12/1989

Nationality

Argentina

Skills

Android

Kotlin / Java

Gradle

RxJava

Coroutines

Links

[Personal Website](#)

[Portfolio](#)

[Github](#)

🎓 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>

Portfolio

<https://photos.app.goo.gl/DobVVpNnVaJBsDtG7>

References

References available upon request