

# Fernando Raviola

Sr. Android Engineer

## 👤 Profile

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

Passionate about creating great user experiences through software!

## Details

SF, Cordoba, 2400

Argentina

[fernandoraviola@gmail.com](mailto: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](#)

## 📁 Employment History

### Android Engineer at Glovo, Barcelona (remote)

January 2020 — Present

- Implemented a third-party library for end-to-end user ID authentication and verification ([Jumio](#)). This helped reduce the number of shared/fake accounts in our client by 23% and made us compliant with EU regulations.
- Performed coding and architecture interviews.
- 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 streaming using the HTTP Live Streaming protocol.
- Worked closely with back-end developers 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)
- 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

## 📖 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>