



Antonio Martino

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Antonio Martino

Software Engineer

Software engineer specialized in Front-end development of web applications and portals, oriented to services and resources management.

Proficient in work time optimization strategies, works in an agile environment joining multicultural teams with the finality of complex projects realization. Moreover, he's constantly searching for innovative and performance-enhancing technologies to get the best results with a reasonable effort.

Experience

December 2017 - present, Front Developer for Bright Computing B.V.

- Developed, extended and maintained a complex, scalable and multi-version web application used for high-performance computing and cluster management. Part of the effort includes the designing and porting of this application in Angular 6.
- Worked in an Agile multicultural environment with several teams, facing daily challenges with the goal to integrate cutting-edge technologies and services, always respecting high-quality standards.
- Used third-party software, linux shell and git to manage the builds of multiple versions of the main software, performing automatic and manual tests on different architectures.
- Used extensively Jira to manage multiple tickets, checking the issues and tracking the working hours to get feedback on the status of the projects.
- Created scripts in nodeJS to improve and speed up slower tasks, with the purpose to save time and put effort on new projects.

May 2016 - Oct 2017, Senior Full Stack Developer in i2MFactory

- Developed a service mobile app for healthcare sector of Sardinia Region with React and PHP, hosting resources and caching files on Amazon.
- Designed and developed an emotional interactive web app for Campari Corporate, designing interfaces through specific guidelines suggested by their brand.
- Created monitoring and financial backend modules to manage European open-calls for European coordination hub for Open Robotics Development and human brain project.
- Developed a Web platform dedicated to domestic workers (i-stella.com), using parallel algorithms and NoSQL technologies to maximized the performances of the matching system.

Feb 2014 - May 2016, Full Stack Developer in Promoinside srl

- Integrated third-party solutions for communication and indoor triangulation through Beacon sensors.
- Used html5 web sockets to create plugins for customer caring and real-time polls.
- Created an e-commerce web platform for LovenBuy s.r.l., integrating invoice and mailing services API.
- Used backend and frontend PHP frameworks to increase the rate of the developing code.

Gen 2011 - Feb 2014, Freelance

- Coded an interactive application for CFMT used to publish professional courses.
- Worked on an interactive web app for TIM for the Olympics Winter Games in "Val di Fiemme".
- Developed and managed an Android proximity app to display networking points of interest, using scholarship of GSOC("Google Summer of Code") program.

Skills

Hard Skills

- ES6 and NodeJS
- Angular
- AngularJS
- Karma/Jasmine
- Jira/Bitbucket
- React
- Html5/CSS3
- PHP/Laravel
- Mysql/MongoDB
- Amazon AWS

Other Skills

- Eye to details.
- Extremely methodical.
- Experienced in debugging complex use cases.
- Always available to help colleagues in the resolution of their tickets.

Education

Bachelor degree in computer engineering at University of Rome Tor Vergata. Thesis on " Distributed topic and polarity analysis of a Twitter Big dataset".

Personal activities

Actually, He's living in The Netherlands. Often He takes part to events dedicated to the developers such as AmsterdamJS or Fosdem. He's a member of Ninux (<http://ninux.org/>) a free Italian wireless network. In the free time, He enjoys composing electronic music, watching Netflix, playing video games and writing tales.