

# Marco Stagni

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## CONTACT

Flat 8  
45 Carleton Road  
London

mrc.stagni@gmail.com  
<http://marcostagni.com> ,  
<https://github.com/marco-ponds>  
(+44) 7564044227

## OBJECTIVE

Seeking a position as a Mid Level Front-End Developer / Full Stack Developer where extensive experience will be further developed and utilised. Extensive experience to the credit.

## QUALIFICATIONS

Strong interpersonal skills, even in environments devoid of familiar elements. High ability to work in groups, able to show empathy and keep focus even in highly stressful conditions.

My work experience as Front End and Full Stack Developer allowed me to use and acquire proficiency with most of the leading Web technologies and methodologies: TDD, Agile Development, Kanban, Jira, Fogbugz, Jenkins, RobotFramework, ES6, CSS3, HTML5, Backbone.js, Marionette.js, React.js, AngularJS, WebGL Java 8, Kafka Streams, JUnit, Mockito, RestEasy, Mocha, Karma, Sinon, NPM and Webpack.

Speaking of personal projects, I am currently working on AR/VR projects, while working on a Game Engine built on top of THREE.js, WebGL and cutting edge Javascript technologies. All of my projects are completely open source and available both on my website ( <http://marcostagni.com> ) and on my Github Page ( <https://github.com/marco-ponds> )

## EDUCATION

Master's Degree - Computer Science

September 2013 — April 2016

Università degli Studi di Ferrara

Master's Degree in Computer Science, obtained at the University of Ferrara, Italy ( Università degli Studi di Ferrara ) . Deep knowledge of electronic calculators. Advanced notions of Mathematics, Analysis and Calculus. Knowledge and analysis of the major and popular programming languages: Java, C/C++, javascript, Assembler, Python, Ruby.

Advanced knowledge of Web-Developing techniques: Javascript, HTML5, CSS3, MVC Structure, Java-jsp , Nodejs, Redis, MySQL, MongoDB, AngularJS.

My academic path has been completed with a Thesis in Artificial Intelligence, entitled "Re-Ingegnerizzazione da C a Java di un algoritmo di Apprendimento Automatico" . Purpose of this work was the implementation and application of a Deep Learning algorithm to Semantic Web, which gave me the opportunity to work and experiment with machine learning and AI algorithms.

## WORK EXPERIENCE

Workshare LTD

April 2016 — Present

Front End Engineer

Workshare LTD is a platform that provides enterprise level file sharing, comparison and collaboration tools, mainly aimed to international law firms. Workshare has a wide set of products, including mobile apps for iOS and Android, a Windows Desktop App as well as the main Web platform, available at [my.workshare.com](http://my.workshare.com) .

My role in the company was mainly focused in creating and maintaining features of the Web platform following a strict TDD approach, taking care of the entire process of realization, from dealing with the design department up to following the deployment pipeline, working in a cross-functional team. Our entire workflow is based on Agile principles, with well-defined release cycles and an extensive use of Kanban boards and powerful tools such as Jira and Fogbugz.

My expertise include the above tools, plus a intermediate knowledge of how Jenkins pipelines are structured. Technology wise, I perfected my knowledge of ES6, CSS3, HTML5, Backbone.js, Marionette.js, React, Git, npm, Node.js, Mocha, Sinon, Jasmine, Webpack, Grunt, Mockito and JUnit.

## Expert System SPA

September 2015 — April 2016

Front End Engineer

Expert System is an Italian Company based in Modena (Italy), which develops and maintains software that understand natural language. Their product is capable to understand, extract and categorize any kind of information from every type of data, providing astonishing semantic analysis to corporate, small and medium businesses and Governments. Expert System is a worldwide company, with more than 200 employees located in two different continents. I had the great opportunity to grow and understand the deep mechanisms behind a large tech group like this. My personal purpose was to complete an internship aimed to the completion of my Master's Degree in Software Engineering.

My task during this 6-month period was to rethink, and rebuild from scratch a software component straight from their core product. My efforts have been concentrated in bringing a C++ standalone software from a desktop environment to the browser: this brought me to deeply understand the main MVC javascript frameworks available nowadays and the main strategies used for front-end development.

This project was entirely developed using Angularjs, HTML5, CSS3, jQuery and vanilla Javascript. Due to this project's specifications, I had to bring the same user experience from the desktop environment to the browser, with an eye to maximum efficiency and low latency. Other technologies: HTML5 Canvas, Python.

## Playwear - Moovi

November 2013 — June 2014

Front-End and Mobile Developer

Moovi by Playwear is a project started in November 2013 in H-Farm Ventures, Italy. Its main goal is to create a wearable device for kids, with the aim to increase their physical activity with a rewarding system. We thought to let kids run, play and enjoy with friends, while a wearable device (a bracelet) would gather data about their movements, providing useful informations for their parents to track their activities.

We created an environment where our bracelet was able to send and retrieve informations with a smartphone (both iOS and Android) so to create a interactive game between parents and kids, trying to enhance and increase their physical activity. Our project started with a deep and accurate search about childhood hoesity, trying to create an innovative solution with the cutting edge technology available today. The entire project led us to the creation of the very first functional prototype of the bracelet and of the mobile App.

I was one this project's founder, and my main purpose was the app and bracelet development. I was in charge of creating the Android mobile App, allowing communications over Bluetooth Low Energy with the bracelet. Main Technologies: Java (Android), BLE (Bluetooth Low Energy API provided by Google), Node.js, Javascript, socket.io, Unity 3D (for the development of the in app game).