

Mattia Fiorio

Web developer

CONTACTS

E-mail:

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Website:

<https://matfio.github.io/>

Location:

Copenhagen, Denmark

GitHub:

<https://github.com/matfio>

SKILLS

Javascript, HTML/CSS, C#
.NET, Python/PySpark, Java

React, Jest, Selenium,
Storybook

MySQL, MS SQL Server,
Snowflake, Amazon
Redshift

Agile Scrum, Jira

Git, GitHub actions

Microservice architectures

SUMMARY

I am generalist developer, with demonstrated experience in a variety of technologies, that is ready for new challenges.

I enjoy solving problems and striving to make the best possible product while applying the most cost efficient, user friendly and reliable solutions. I thrive in a dynamic and social environment, where collaboration is a focal point.

I am confident that I can help fostering collaboration and communication through the usage of Agile development techniques.

EXPERIENCES

< WEB DEVELOPER | Clio | CPH

2020 – present

Developing and testing frontend components, while managing the team backlog, Scrum rituals and communication with stakeholders

- Creating and updating the newest version of Clio's SaaS e-learning platform through the usage of React components.
- Implementing tests of said components through jest and E2E tests using Selenium (Java).
- Extending and refactoring existing GitHub actions to leverage reusable workflows.
- Pruning and prioritizing the product backlog involving stakeholders and the rest of the development teams to optimize deliveries.
- Promoting agile methodology by acting as facilitator during agile rituals and by introducing story points estimations.
- Bolstering communication and ownership by delegating implementation details to coworkers.

< SOFTWARE ENGINEER | MovieStarPlanet | CPH

2013 – 2020

Created in-game features and simplified the development through the creation of tools and frameworks, handled analytics pipelines

- Streamlined the creation of games by developing a company-wide framework based on Unity3D that provided plug and play elements to game teams.
- Worked within an agile scrum team implementing multiple features such as, player-to-player communication through a NodeJS server, in-game shops with dynamic scrollable lists etc.

LANGUAGES

English: fluent written and spoken

Italian: native

Danish: basic

HOBBIES & INTERESTS

In my spare time, I enjoy running to challenge my physical limits. I also enjoy travelling, socializing and playing games with friends and family.

Currently I am frequenting Danish classes in order to be able to communicate more efficiently.

- Boosted productivity by drastically reducing time spent on marketing and support tasks by introducing tools for batch management of data and unification of publishing functionalities across all different game domains. The tools were made using ASP.NET with iterative development customer-oriented approach.
- Conducted research about analytics best practices/technologies and developed the analytics pipeline of the company. The pipeline handled 50+ million events per day which were archived into the Snowflake warehouse and processed through PySpark procedures. Presented and taught the architecture to other engineers.
- Developed in-game features for a massively multiplayer game with more than 100 million users split between web browsers, android and iOS devices. Followed design documents while introducing several UI and usability improvements to the user experience. Coded back-end robust and optimized C# .NET functionalities to retrieve and save data to support said features with particular attention to possible security breaches.

EDUCATION

< MSc Video Games Technology | ITU Copenhagen

2012 - 2014

My specialization is designing and developing videogames and videogames engines. My MSc included:

- Coursework of data mining, design, game engines, game development. Successfully developed various games in different roles: designer, programmer and project manager.
- Participated as a programmer in The National Academy of Digital and Interactive Entertainment (DADIU). Developed and released a full game on Google Play Store.

< BSc in IT Engineering | Politecnico di Milano

2008 - 2011

My BSc included:

- Coursework of software engineering, databases and web, computer architectures, robotics, communication science and knowledge engineering.