

Max Perry Perinato

maxperryperinato@gmail.com / +39 328 9626267 (mobile)
www.maxperry.it

/ OBJECTIVE

I look forward to the opportunity to take part in a team of bold innovators who want to bring a positive impact on a huge number of people and businesses.

/ QUALIFICATIONS

- 4+ years of experience in design and development of iOS & Android apps.
- Knowledge and experience at all levels of the technology stack, including frontend Web development, design of RESTful APIs, integration of third-party APIs & SOAP Web services, design and management of distributed SQL, NoSQL & Key-Value store databases, use of ORMs, deployment and scaling of backend services & Web servers on cloud platforms, implementation of authentication & authorization protocols such as SAML 2 & OAuth 2.0, UI/UX design and prototyping.
- Proven knowledge of Project Management & AGILE methodologies and tools.
- Strong academic foundation in Security, Artificial Intelligence (neural networks, Hopfield networks, linear classifiers, discriminant analysis, clustering and dominant sets, principal component analysis, introduction to game theory), Computer Vision (edge detection, image filtering) and Data Mining.
- Covered the position of CTO at a food tech startup founded in San Mateo (CA), and demonstrated competency at managing a distributed team, as well as successfully shipping and maintaining two products.
- Chartered Engineer at the Order of Engineers of Venice, since January 2014.
- Member of Toptal since November 2013 - a network that connects the top 3% of freelance developers all over the world.

/ EDUCATION

I received my Bachelor's and Master's degree in Computer Science from the University Ca' Foscari of Venice, in 2010 and 2013 respectively. When I started University, in 2007, I had no previous education in Computer Science - apart from being a tech-savvy user. Now I have a solid foundation

in **software engineering**, **security** of computer systems and **computer vision**, as well as **distributed systems**, **high performance computing**, **Web mining** and **databases**. Additionally, one notable elective course I took at the Bachelor was **project management**, which I immediately put into practice with enthusiasm, both as a team leader and in individual works.

Both my theses involved the design and development of a mobile application. The goal of my Bachelor's thesis was to develop an official app of Ca' Foscari for the iPhone, taking inspiration from iStanford. This work allowed me to learn to code in Objective-C and Cocoa, as well as to engineer a **native mobile app**. Similarly the Master's thesis involved the development of an Android app, but with significant focus on **security and privacy of data**, dealing with synchronization of sensitive documents stored in Liferay Portal. I have built a working prototype that ensures both privacy of such information and dynamic provisioning of trust (i.e. user revocation), at a small price in terms of performance and usability constraints. Finally, having to deal with a large attack surface (the mobile OS and the network), I have acquired a deep understanding of the Android platform as well as of network protocols such as OAuth 2.

Master of Science in Computer Science *110 cum laude*

Ca' Foscari University of Venice, *Dec 2010 - Mar 2013*

Thesis

Development of a Privacy Preserving Liferay Portal document synchronizer for Android

Coursework

Advanced Databases, Artificial Intelligence, Compilers, Computer Vision, Data and Web Mining, Distributed Systems, High Performance Computing, Information Theory, Mathematical Logic, Multimedia Systems, Numerical Algorithms, Security of Computer Systems

Relevant Projects

- Built a compiler for TinyJava – a subset of the Java language. Responsible for writing the type checker and the x86 assembly code generator. (Compilers, 2011, team project.)
- Analysed the performance and relevance of the “class-specific Hough forest object detection” software developed by Juergen Gall, using three different datasets: UIUC cars, TUD pedestrians, and INRIA pedestrians. (Computer Vision, 2011, team project.)
- Implemented a grey scale image compression system using a back propagation neural network, in MATLAB. (Artificial Intelligence, 2012, team project.)
- Coded a parallelized version of Game of Life using the MPI library in C. (High Performance Computing, 2012, individual project.)
- Built a mobile app in HTML 5 and jQuery to showcase a collection of videos about various artists created by course attendees. (Multimedia Systems, 2011, team project.)

Bachelor of Science in Computer Science 106/110

Ca' Foscari University of Venice, Sep 2007 - Dec 2010

Thesis

iCa'Foscari: Design and Development of an App for iOS

Coursework

Algorithms and Data Structures, Business Economics, C Programming, Calculus, Computer Architecture, Computer Networks, Databases, Discrete Structures, Human-Computer Interaction, Law for Computer Science, Linear Algebra, Object Oriented Programming, Operating Systems, Physics, Probability and Statistics, Programming Languages and Compilers, Project Management, Software Engineering, Web Design

Relevant Projects

- Wrote the project planning (as a simulation) for the new information system of Veneto's Regional Assembly, using Project Management methodologies and tools. Designed the architecture of a system component, using software engineering methodologies (e.g. OOD, UML, E-R models, etc.). Led a team of three and received the highest results across four tasks. (Software Engineering, 2009, team project.)
- Built a prototype of an e-commerce in Java, with Struts, Hibernate, and PostgreSQL. (Databases, 2009, team project.)

Honors

Best Freshman Award in Computer Science, 2009

/CAREER

I started officially my career in 2014 as a chartered engineer at the Order of Engineers in Venice, collaborating with several companies as an independent consultant and software engineer. Besides, since November 2013 I'm a member of Toptal: A network connecting the top 3% of freelance developers all over the world.

Eventually, a collaboration started as a lead mobile developer with a food-tech startup in California resulted in an offer to cover the position of CTO, and since August 2014 I'm building innovative solutions to change the way we eat.

Cofounder & CTO at Fitsome, Inc., August 2014 – Present

Fitsome, Inc. is a food-tech startup founded in 2014 at the Draper Incubator in San Mateo, CA, and backed by **Tim Draper** - founding partner at DFJ and investor in Skype, Hotmail, Baidu, Tesla, SpaceX, and many more.

As the CTO, I took full responsibility of the development of two iOS apps, made to facilitate the discovery of the best places where to eat. The first app - released in August 2014 - is **Lavysh**, and was the first of its kind to adopt a mood-based approach, where the user can find the right restaurant around him based on his mood, in just a few taps. For example, you may be looking for something quick to eat for lunch, or the right place for a happy hour with your friends, or even a romantic place to have dinner with your date. The second app – released in May 2015 – is **Fyne**, another restaurant discovery app, this time designed around dishes and menus. It consisted in a bottom-up approach based on up-votes and short text reviews (140 chars), resulting in a localised list of top (or best) dishes that reflect the culture and trends of a specific place.

In the development of the two apps, I supervised & coordinated a highly distributed team spread across California, New York and India, and worked at all levels of the technology stack - e.g. designing and building the backend architecture, deploying servers on the cloud, designing the UI, writing the iOS app, etc.

Currently the startup is working on adding yet another product to its range, with the goal of pairing the discovery products with a curated food delivery service, experimenting a model very similar to AirBnB.

CIO at Digitum srl, 2014 – Present

Responsible for the integration of multiple systems and services related to electronic invoicing, document management, CRM, and digital identity. Building a federated cloud platform for accountants and business.

Mobile & Web developer at IS Software srl, 2011 – 2014

Designed and developed mobile and Web apps for the heating appliances industry (including Vaillant Group), addressed both for technicians and customers. Built two single page Web apps with Bootstrap and jQuery, in July 2013 and January 2014, and a native mobile app for iOS and Android in 2012.

MEMBERSHIPS

Ordine Ingegneri di Venezia, January 2014 - Present

Since January 2014 - after having passed the state examination in December 2014, at the Ca' Foscari University of Venice - I'm a full chartered engineer at the Order of Engineers of Venice (information engineering section).

Toptal, November 2013- Present

Toptal is a network that connects the top 3% of freelance developers all over the world. In fact, differently from other portals like freelancer.com and oDesk, every Toptal developer has to pass a 5 step screening process, which only 3% of applicants are able to pass. I'm a member of Toptal since November 2013, and have recently applied to their Global Mentors program as a volunteer to help new graduates of the **General Assembly Opportunity Fund** hone their programming skills.

✓FREELANCE EXPERIENCE

I started taking freelance jobs while still attending university, considering it a good opportunity to make new experiences. I then had to organise my time to deal both with my studies and the additional works, which I mostly carried out at night. The freelance work initially involved mobile app development for Android and iOS - starting off from the experience earned with my two theses - and more lately it required the development of single page Web apps in Bootstrap and jQuery.

By working individually on all aspects of the resulting product I learned how to plan and estimate the project, to collect and implement requirements, to account for modifications, and to make decisions to solve problems and meet the customer's needs. I have summarised my works below starting from the latest.

Android & iOS Development, Undisclosed - 2014

Ported the iOS version of a loan calculator app to Android. Took over the development of the iOS app and added new enhancements.

<http://www.goldstarfinancial.com/mobile-app.php>

Wordpress Customization, Tommaso Gentile Studio - April 2014

Collaborated with a design studio in Venice in the implementation of a Wordpress website for a professional project manager. Customised existing template and additional plugins as per requirements.

Frontend Development jQuery-Bootstrap, IS Software - January 2014

Designed & developed a product configurator as a responsive single-page app, to help Vaillant's customers choose the right heating system for their house. Based on Bootstrap and jQuery, presents a dashboard infographic made with jqPlot and CountUp.js.

<http://mes.vaillant.it/>

Frontend Development jQuery-Bootstrap, IS Software - July 2013

Developed a frontend Web application to ease the compilation of service booklets for hydraulic systems. Based on Bootstrap and jQuery, includes a flat UI design and an innovative menu based on jQuery Isotope.

Cross-platform Development, Giovanni Cintolo - April 2013

Reused the same codebase of "Biennale Italia-Cina" to release a new app for Android and iOS smartphones dedicated to an exhibition held at Palazzo Te in Mantova from April to May 2013.

Android & iOS Development, IS Software - 2012

Designed and developed a native app for Android and iOS (smartphones and tablets). The app comprises a suite of tools that help heating installers do various calculations more easily and avoiding mistakes.

<https://play.google.com/store/apps/details?id=com.iesse.vaillant>

<https://itunes.apple.com/it/app/la-suite-vaillant-per-linstallatore/id577270871>

Cross-platform Development, Giovanni Cintolo - October 2012

Designed and coded a cross-platform app for Android and iOS smartphones based on the Titanium SDK. The app was released as a mobile guide with offline capabilities for the Biennale Italia-Cina exhibition held in Monza Oct-Dec '12.

Responsive Web Design & SEO, Agenzia Si Casa - June 2012

Re-designed and migrated the real estate agency's website to Wordpress, improving the display of classifieds and simplifying their insertion. Positioned the website among the first organic results for strategic keywords.

Web Design & SEO, Tekno Point Italia - March 2011

Designed a showcase website for the company's new product line. Positioned the website among the first organic results for competitive keywords.

/ SKILLS

As a software engineer - and a chartered engineer at the Order of Venice - I'm responsible in doing on going training and keeping my self as up-to-date as possible. Therefore, and for personal interest, I like to invest part of my time in learning new technologies and workflows (e.g. Node.js, Angular JS, React.js, redis, docker, and more). Additionally, I like to use the right tool for the right job, and thus I prefer to continuously add new skills instead of just limiting to a number of technologies. So, whenever it's convenient I take the chance of a new project to put innovation into practice and learn.

My skills focus on Web and mobile development across many development stacks. While I prefer to work on the **front-end**, I can work also on the **back-end**. Though I'm not effectively a **UI** or a **UX** designer, I have a natural inclination towards beautiful aesthetics that are properly functional and communicative, and I really enjoy exchanging ideas with professional designers and giving my own contribution to the **product's design**. In fact, I'm handy with common design tools such as Ps, Ai and Sketch, and I often use them to **quickly prototype new ideas**, and more often than not, to create the final designs of Web and mobile apps. Additionally, I have experience in **system administration** of Microsoft and Linux servers and I'm a regular user of different cloud platforms (including Heroku and Google Cloud).

I'm interested in good software design principles and in legible, maintainable and reusable code. I also believe to be a good team player and to work well with **AGILE** methods, besides I'm familiar with **project management tools** and I understand the benefits of **test-driven development** and behavioural-driven development. My preferred environment is: OS X, Git, Xcode, Eclipse, Android Studio, Sublime Text, PS, Ai.

Finally, I'm keen to work hard and progress quickly to become a lead product developer and take responsibility for both the product's success and shortcomings.

Programming		Frameworks & SDKs		Databases & ORMs	
Objective-C	////	iOS SDK	////	MongoDB	////
Javascript	////	Android SDK	////	Mongoose	////
Java	////	Parse.com	////	Redis	////
HTML5-CSS3	////	Twitter Bootstrap	////	MySQL	////
Python	///	jQuery	////	PostgreSQL	///
Swift	///	Wordpress	////	MS SQL	///
PHP	///	Facebook SDK	////	Hibernate	///

C, C++	///	Twitter SDK	////
Ruby on Rails	///	Express	////
MATLAB	//	Angular JS	///
		Titanium	///
		JEE, Spring	///
		Grunt, Bower	///
		Rspec, Mocha	///
		OpenCV	//
Platforms & Servers			
		Node JS	////
		httpd, nginx	////
		Tomcat	////
		Google Cloud	////
		Heroku	////

PERSONAL WORKS

I have a genuine passion for technology and I enjoy dedicating my free time to develop apps I need for myself, below are few examples. Some of them have been a success, some of them a failure and most still need to be completed; nevertheless all of them have been a good enrichment for my knowledge.

Hotel iBeacons, 2014

Interested by the capabilities of the iBeacon protocol in giving real-world context to mobile apps, I ordered a few sample devices - including the Gimbal beacons by Qualcomm - and started building a prototype iOS app and a Web dashboard (built on the MEAN stack) for contextual marketing for Hotels and BnBs. The web dashboard was designed as general purpose app, allowing to manage multiple locations (i.e. venues), multiple zones and multiple beacons per zone. The design also included a "rules engine" for triggering push notifications based on contextual or scheduled events.

Android Surveillance System, 2013

I needed a cost-effective surveillance system to be placed in an abandoned area with no cabled Internet service and no electricity. I ended up building an Android app by myself that could record video at 1080p with a Samsung Galaxy SII and send motion alarm snapshots through a 3G connection. The phone is powered by a sealed battery with a life of 5 days that can be extended with a solar panel.

Web mining (subito.it), 2012

I used to waste a lot of time on a website of classified ads, which oddly for me was a good relaxation. Then after skimming across hundreds of classifieds, I identified some interesting patterns that I wanted to explore better. So I decided to learn Scrapy and build a crawler to fetch some data, which I eventually stored in MongoDB instead of MySQL just to learn something more. I still have 1GB of data ready to be mined and visualized.

Events portal, 2011

Determined to offer a better service to people looking for a place where to enjoy their night out, I started the PANFLET project with three other friends. We made a prototype in Ruby on Rails of a responsive Web application to list all relevant events based on time and location in a more intuitive and appealing way. Unfortunately the project didn't catch on for the lack of an appropriate business model.

PXT-Games.com, 2008

A long time ago my friends and I enjoyed to spend some break time playing flash games, so one day I thought, "Why not start my own website?" and since then PXT-Games online has been. Eventually it turned out to be a good playground both to learn Web development in PHP and to manage a Linux server.

/INTERESTS

I'm a great enthusiast for innovative technologies that can bring huge benefits to the masses - just like the Web and mobile computing. In particular, I have an interest for **Natural Language Processing** applied to mining of Web comments and **Big Data** from social networks, as well as **Computer Vision** applied to Augmented Reality and object detection, and **Machine Learning**.

Besides, I've been recently testing technologies and products for the **Internet of Things**, and I've been briefly involved in a project for energy metering using Libelium's Waspote platform.

Last but not least, I've been also studying **gamification** for enterprise applications.