PAOLO PEPITO

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Skills

- **MOBILE** - Flutter | BLoC | Riverpod | Android | Jetpack Compose | Kotlin | Java | Firebase | Geolocation
- **WEB** - Angular | Svelte | Vue | React | Ionic | Capacitor | Tailwind | MaterialUI | Node.js | Cypress | Bootstrap
- **TOOLS/LANGUAGES** - C | C++ | Java | JavaScript | TypeScript | Kotlin | Dart | Python | Go | Rust | Git | Terminal | Linux
- **OTHERS** - AWS | Lambda | EC2 | Mixpanel | MongoDB | MySQL | NoSQL | Docker | Full stack development

Experience

Software Engineer   **Ereflect Ltd.**   **June 2022 - Current**

- **One of the pioneering devs** at this Australian startup company maintaining the company's three cross-platform products deployed for web (Angular), mobile (Ionic-Capacitor/Android/iOS), and desktop (Windows/MacOS)
- **Administered improvements** to existing processes resulting in a **major** positive impact on the team's efficiency including but not limited to: improved code review system, co-writing the code style guide, contributed in building the code base wide documentation
- **Led the development of Android components** built with Jetpack Compose and integrated to the main web apps through Capacitor
- **Set up the payment infrastructure and analytics** for each of the company products' Android builds
- **Initiated the development** of end-to-end test automations with Cypress and also implemented build and deployment automations, driving the team towards adoption of DevOps methodology
- Occasionally tasked to **be the team lead's proxy (reviewing all pull requests, task delegation)** during times she's not available

Software Engineer   **Marnikko**   **May 2020 - May 2022**

- Hired by the company to create a **desktop app to manage their inventory and analyze sales**.
- **Communicated with the client**. Initially to determine the company's main pain points and to agree on a software solution. Met with the client bi-monthly after that for the duration of the contract to showcase progress and feedback.
- **Designed the whole system** from the ground up, based on the main features that had been agreed upon
- **Built the UI with Flutter.** Architected the app around BLoC as the main state management solution. Initially packaged the project as a Windows app but also later on packaged a mobile version (Android) as per the client's request
- **Built the backend with NodeJS.** Used a locally hosted MongoDB to store the company's data. Deployed the database to the cloud in the later parts of the project.
- **Robust unit, widget and integration test coverage** for all of the core parts of the application.

Software Development Intern   **Accenture**   **5 Months**

- **Implemented minor features / bug fixes as an intern** and also helped out in manually testing the team's app

Projects

KASADO

- A platform that allows basketball players to choose any available court at any available time slot to book and play with each other at their chosen place and time.
- Organically grown to more than **200 paying users** at its peak
- Used **Flutter** for the frontend, **Firebase** services for handling the backend
- Link to the app (currently inactive)

KAPIOT

- Mobile app seeking to provide a carpooled ride-sharing system for the University of San Carlos community
- Similar to the concept of Wunder Carpool / GrabShare but exclusive to members of the USC community only.
- Used **Flutter** for the frontend, **Firebase** services for handling the backend

Education

- **University of San Carlos - Bachelor of Science in Computer Engineering** - (Graduated Cum Laude)

Others

- **Active member of the USC Scholars Association**
- **Avid reader of non-fiction books**
- **Massive Vim enthusiast**
- **Arch user**