

# Antonio Rachele

*Software Engineer* Date of birth: 14th December 1992, Nationality: Italian

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## About me

I am a Software Engineer from Cosenza, Italy. I achieved the Master's Degree in Computer Science and Engineering at the University of Calabria, one of the most prestigious Universities in Italy.

I describe myself as determined and ambitious. I love everything related to computers and technology and I always want to learn new things.

I like to develop Websites as well as Desktop/Mobile Applications.

I can also able to design User Interface, logos and vector illustration.

I am always open to new opportunities and I try to improve myself every day. I can easily integrate and work in a team with passion and proactivity. I strongly believe that teamwork is the key to reach unbelievable results.

## Experience

2021–Present **Software Engineer**, *Software Engineer @ Klarna*, Milan, Italy, April 2021 – Present.

**Klarna** is the leading global payments and shopping service, providing smarter and more flexible shopping and purchase experiences to 90 million active consumers across more than 250,000 merchants in 17 countries.

Technologies: React, Typescript, Redux, Node.js, AWS.

Tools used for the coordination of development team: Git, Bitbucket, Jira, Slack.

2019–2021 **Software Engineer**, *IT Contractor @ Comcast Technology Center Philadelphia PA-US* ■ *Software Engineer @ xCal*, Cosenza (CS), Italy, January 2019 – April 2021.

Comcast is an American multinational mass media company that offers cable services, including high-speed Internet, security and automation services under the **Xfinity** brand.

I have been part of the team that built **xFi Xfinity**, the portal that manages the home WiFi network used by thousands of families in the USA, and then branded for other markets including **Sky-WiFi** for Italy.

Working in a remote team from Italy I have cooperated with colleagues from Philadelphia, New York and San Francisco. Adopting agile methodologies, I have had the opportunity to be the Scrum Master for some sprints.

F-E technologies: React, Typescript, Tailwind, Redux Observable, Android, Kotlin.

Testing technologies: Mocha, Selenium Webdriver, Cucumber.

Tools used for the coordination of development team: Git, Github, Jira, Confluence, Slack.

2018 **Student Internship for Comcast Silicon Valley Innovation Center, xCAL,**  
Cosenza (CS), Italy, June 2018 – April 2019.

MASTER'S DEGREE INTERNSHIP AT xCAL FOR COMCAST

Design and development of a Polymer component testing framework.

Design and construction of a sandbox for web component.

The system was partially integrated in some Comcast's development s software.

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## Education

2016–2019 **Master's degree in Computer Science & Engineering, Cyber Security(107/110)**, *University of Calabria*, Rende (CS), Italy, October 2016 – April 2019.

Course subjects: Software Engineering for real-time systems, Theoretical computer science, Formal Languages, Distributed Systems, Optimization and Performance evaluation, Cryptography and Computer Security, Social Network Analysis, CPU Architecture, Artificial Intelligence, Data Mining.

Thesis *Design and development of a Polymer component testing framework*

Supervisors SERGIO FLESCA, Full Professor and Director of Studies at DIMES, UNICAL  
LUCIANO CAROPRESE, Professor at DIMES, UNICAL

Abstract Design and implementation of a suite for the creation and testing of web components.

2011–2015 **Bachelor's degree in Computer Science & Engineering**, *University of Calabria*, Rende (CS), Italy, October 2011 – November 2015.

Course subjects: Object oriented programming (OOP) languages, Relational Databases and SQL language, Operating Systems, Telecommunications, Electronics, Statistics, Basic CPU Architectures, Software Engineering.

2006–2011 **High School Diploma**, *Istituto Tecnico Statale per Geometra*, Vibo Valentia (VV), September 2006– July 2011.

Course subjects: Topography and Photogrammetry, Building Construction, 3D Design and rendering with CAD software.

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## Hard Skills

Programming Languages Java, C, C#, Python, Kotlin, Dart, Javascript, Typescript, PHP, HTML5, CSS3, SQL.

Technologies Frameworks Angular, Flutter, React, Redux Observable, Android

Design tools Sketch, Adobe XD, Adobe Illustrator, Adobe Photoshop

Tools Github, Bitbucket, Jira, Confluence, Slack.

Other Git, Docker, Matlab, Gradle, Maven.

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## Languages

English Intermediate

Italian Mothertongue

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*Rachele Antonio*