

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.

I am currently part of the Milan office and I work on high reliability software in the open-banking sector.

Technologies: React, Gatsby, 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.

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.

Hard Skills

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

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

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

Tools Github, Bitbucket, Jira, Confluence, Slack.

Other Git, Docker, Matlab, Gradle, Maven.

Languages

English Intermediate

Italian Mothertongue

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Rachele Antonio