

Antonio Rachele

Software Engineer

Date of birth: 14th December 1992, Nationality: Italian

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About me

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

I consider myself to be a determined and ambitious individual, with a passion for all things related to computers, technology and visual arts.

As a software engineer, I specialize in front-end development using mainly JavaScript and React. I have extensive experience in developing responsive and robust web applications using these technologies.

I possess a strong design sense and can create intuitive user interfaces or visually appealing logos and vector illustrations.

I am always open to new opportunities and constantly seeking to expand my knowledge and skills every day. I am a team player with a strong belief in the power of collaboration. I am able to integrate seamlessly into any team and work with passion and proactivity to achieve the best possible result.

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.
As of now, I am working as a software engineer with a focus on building high-reliability tool in open-banking sector.
Technologies: React, NextJs, Gatsby, Typescript, Redux, Node.js, AWS, Figma.
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 front-end 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 Javascript, Typescript, HTML5, CSS3, Shell, SQL, Java, C, C#, Python, Kotlin, Languages Dart, PHP.

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

Design tools Figma, 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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