Antonio Rachele

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Software Engineer

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

About me

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

My professional journey reflects a resolute and ambitious individual deeply passionate about computers, technology, and visual arts.

Specializing in TypeScript development, I am proficient in crafting robust web apps but also in handling backend and deployment aspects.

Beyond coding, I possess a keen design sense that allows me to craft intuitive user interfaces, visually appealing logos, and vector illustrations.

Motivated by a perpetual quest for knowledge, I remain open to new opportunities and consistently strive to expand my expertise.

As a collaborative team player, I firmly believe in the transformative power of teamwork. I seamlessly integrate into diverse teams, approaching projects with enthusiasm and proactivity to achieve optimal 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.

> 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, Prisma, 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

I hereby authorize the processing of my personal data in conformity with Legislative Decree 196/2003 (Personal Data Protection Code)

Rachele Antonio