

Renzo Ventura

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Experience

Tabcorp

Senior Software Engineer

Melbourne, AU

Dec 2023 - Present

- Eliminated an organisation-wide release bottleneck by building an internal SRS automation tool, **automating 4 hours of manual preparation** per release cycle. Currently adopted across 8 teams, **saving 32 hours per cycle** and improving release predictability.
- Led end-to-end delivery of **high-performance, real-time mobile wagering features** in a heavily regulated environment, defining technical direction with documentation and POC ensuring scalability and reliability.
- Shipped iOS Same Game Multi Live Activities via a data-driven “fake door” experiment, validating demand through analytics and **achieving 22% customer adoption post-launch**.
- Owned production support for complex racing and sports wagering systems, **resolving critical incidents during peak, high-stakes periods** and mentoring junior engineers across unfamiliar codebases.
- Won the internal hackathon with ‘Punters Club’, currently being rolled out. Launching the company’s first pooled betting feature.
- **Reduced release regression risk by 25%** by extending test coverage across features and surfacing critical edge cases early.

Josephmark

Full Stack Software Developer

Melbourne, AU

Jan 2021 - June 2023

- **Reduced mobile project kickoff time by 40%** by building a Flutter project template with white-labelling, environment configs, state management, and CI/CD pipelines.
- Led development of QMF, a large-scale music festival app, architecting an interactive map system with real-time event data and push notifications, delivering a seamless user experience across iOS/Android.
- Designed and implemented mobile UI for peer-to-peer bill-splitting and tracking in Backpocket, delivering a seamless, intuitive user experience across iOS/Android within a six-month timeline.

Youtap Ltd

Software Developer

Auckland, NZ

Sep 2018 - Jan 2021

- Led migration from Kotlin to Flutter, enabling an iOS launch and **expanding market reach by 35%**.
- Built a new QR-based device-to-device payment feature with in-app camera integration, handling all aspects from design to implementation for a seamless mobile checkout experience.
- Implemented unit and integration testing pipelines, reducing manual QA load and **improving release efficiency by 20%**.

Skills & Interests

Technical skills: Flutter, Dart, Swift, UIKit, SwiftUI, Xcode, Android Studio, MVC, MVVM, BLoC, Unit/Integration Testing, LCOV, Test Automation, Git, Github, GitHub Actions, Fastlane, CI/CD pipelines

Backend / Cloud / Infrastructure: Firebase, Crashlytics, New Relic, Cloud Firestore, REST APIs, GraphQL

AI / Automation: Multi-Agent System Design & Deployment, AI Agents orchestration, Workflow automation

Education

The University of Auckland

Bachelor of Science Computer Science and Information Systems.

Auckland, NZ

2018