



Simone Ferrini

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Profile

I'm a passionate developer, interested in many CS topics: from iOS to Firmware development and security researches.

I currently work as an Embedded Firmware Developer at Selene S.R.L, where the passion for electronic devices and low level software has grown exponentially. Even more than before.

I love write clean code, with the best architecture possible: I have a background in iOS development, that makes me write "object oriented" code even in C.

I am so passionate about programming, especially about C, Objective C and Swift languages, and I also enjoy creating IoT projects with Arduino and Raspberry PI boards.

I'm also interested in reverse engineering and recently I discovered the world of pwn challenges, and I have fun playing them..

I love my job, and I always put the maximum effort into everything I do.

Experience

FREELANCE IOS DEVELOPER – (2012 - PRESENT)

Although I have a full time job I still write iOS Apps on a freelance basis.

FIRMWARE DEVELOPER @ SELENE SRL – FORNACETTE (ITALY) – (MARCH 2015 - PRESENT)

Selene mainly develops weighing systems, and others electronics devices related or not to it. I'm involved from software requirements to software architecture, development and debug.

Here, I list some of the technologies I use:

- Microcontrollers: STM32F2, STM32F4, LPC11xx, LPC17xx, Renesas M16C, Renesas M32C, megaAVR (ATmega328P, ATmega32U4, ATmega168), TI TM4C123
- Peripherals: GPIOs, Timers, Interrupts, ADC, USART, SPI, I2C, DMA, WDT, PWM, USB
- Real Time OS: FreeRTOS

FREELANCE IOS DEVELOPER – PISA (ITALY) – (JANUARY 2015 - AUGUST 2015)

I developed a blue parking and bus ticketing App for a company in Florence. I also followed the others iOS projects of the company.

IOS DEVELOPER @ WORK ANGEL TECHNOLOGY – LONDON (UK) – (JUNE 2014 - DECEMBER 2014)

I was a developer working on the mobile (iOS) App of the WorkAngel social network. I needed to combine the latest technology to comply the high design requirements. I implemented advanced graphics and various types of interaction with the remote server. I have refined and improved the architecture (MVVM) of the project by applying carefully the SOLID design pattern.

IOS DEVELOPER @ WIGWAMM – LONDON (UK) – (OCTOBER 2013 - JUNE 2014)

I developed the main App of the company: a "Camera" App with automatic-photo retouching and image processing, image stabilization and color correction. I also was involved in the development of an App for real estate agents, with user location detection using of both GPS and indoor (iBeacons Bluetooth) and with embedded the main "Camera" App.

Education

I have a diploma in Electronics (92/100) – 2013

Certified "iOS Developer", from Objective C S.R.L – 2011

Skills

Programming Languages:

C (Master), Objective C (Master), Swift (Good), C++ (Basic), Java (Basic),
x86_64 Assembly (Basic), ARM Assembly (Basic)

Web technologies:

HTML (Good), CSS (Basic), JS (Basic), XML, JSON

IDE:

Xcode, Android Studio, Eclipse, Visual Studio, IAR, HEW

Others:

Git, BASH, Python (Basic), Hopper

References

<http://simoneferrini.com>

<https://github.com/sferrini>

https://twitter.com/simone_ferrini