Salvatore Iovene
Curriculum vitae

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IN SHORT

I am a software engineer with a BSc in Computer Science. I have been working since 2004, and programming since the age of nine, when I was gifted with my first computer in 1990.

I am a very flexible developer, with experience spanning multiple languages and technologies. I am very apt (and most often eager) to learn new things and embark in new exciting projects.

I consider myself a "maker", and someone hopelessly destined to constantly fidget with ideas and projects.

TECHNOLOGIES I LIKE

LANGUAGES	Python, JavaScript, C/C++, Bash, HTML/CSS
FRAMEWORKS	Django, Angular, jQuery, GTK, Qt
MISC	Linux, ViM, git

Please note

There is a lot I have ommitted from this section, for brevity. It is not a list of technologies I know or have worked with, but of things I like and would like to continuing working with in the future.

WORK EXPERIENCE

May 2011 – Present // Intel, Espoo (Finland) As as software engineer at the Intel Open Source Technology Center, I have been involved with a variety of projects spanning multiple technologies. Having been hired as part of a move to acquire talent leaving Nokia after the Microsoft deal in early 2011, before things settled I have been contributing some patches to the SyncEvolution project.

Shortly thereafter, our organization's goals where shifted towards web technologies. Some of the projects I have worked on include a JS performance analysis framework, a UI toolkit, contributions to the Tizen port of Cordova platform, a contribution to Chromium, and the implementation of the W3C NFC API.

At this job, I have deepened and perfected my knowledge of the HTML5 space and ecosystem. I dabbled with JavaScript, CoffeeScript, CSS, SCSS, Less, and lots of tools around them, such as unit testing frameworks and tools (Karma, Jasmine, PhantomJS), MVC libraries (Angular, Ember, KnockOut, Backbone), packaging and deployment solutions (grunt, gulp, npm, bower).

Nov 2010 – Present // AstroBin, home based I have been running a moderately active pet project since late 2010, a website called AstroBin. It is an image hosting service and community specifically targeted to astrophotographers. I maintain my own virtual server and host images on Amazon S3. The website is written in Python and Django. It handles over 1,500,000 page views and serves 300 terabytes monthly. It features advanced search powered by Apache Solr, asynchronous tasks powered by Celery, an easy to deploy system powered by Vagrant and virtualenv, and is served by nginx and gunicorn.

I have worked on it many nights and weekends, and it has turned out to be a great success in the astrophotography community, earning me world phame in this niche, and more than one invitation to speak at astrophotography conferences.

Thanks to this project I have learned how to manage a moderately high load server, how to build a community, how to design a visually appealing and usable website, and, among many other things, how to deal with the pressure of having an issue suddenly make a service unavailable to thousands of people.

Jan 2010 – May 2011 // Nokia, Helsinki (Finland) At Nokia, I have been involved with the design and development of key components of the Meego platform, working towards the release of the N9 phone. I was part of the real-time communications team, focused on the phone and messaging UIs, and the middleware components below.

At this job I have mainly been involved with C++ and the Qt/QML framework.

Mar 2008 – Dec 2010 // Digia, Helsinki (Finland) At Digia I had a consultancy job for Nokia. I worked on the design and development of middleware and UI components for the Maemo platform, the Operating System of the N900 phone/Internet tablet. Among other things, I designed and developed the event logger that tracked calls and messages.

At this job I have acquired a deeper knowledge of C, the GObject library and the GTK. I have worked with autotools and Debian packages.

Sep 2006 – Mar 2008 // Movial, Helsinki (Finland) At Movial I worked on a C/C++ implementation of the SIP protocol, and exposing an API to a video messaging application.

EDUCATION

2005	**BSc in Computer Science, 103/110**
	UNIVERSITY OF SALERNO, ITALY
	Major in Network programming
1999	**Science gymnasium, 97/00**
	LICEO SCIENTIFICO DI SCAFATI, ITALY

PUBLIC PROJECTS

- AstroBin, a popular image hosting website for astrophotography.
- perfectjs, a comparative performance analysis library for JavaScript.
- Cowhide, a UI toolkit built on top of Twitter Bootstrap.
- Several contributions to the Tizen port of Cordova platform.
- A modest contribution to the Linux port of the Chromium browser.
- crosswalk-nfc-android, an implementation of the W3C NFC specification as a Crosswalk extension on Android.
- Lannisport, a theme for the Pelican site generator.
- rtcom-eventlogger, a general framework for storing and accessing a persistent log.
- conversations-tango-smilies, a package that adds support for extra smiley icons on the N900 phone.

COMMUNICATION SKILLS

ITALIAN	Native speaker
ENGLISH	All around fluency
FINNISH	Basic skills
SPANISH	Survival skills

EXTRACURRICULA

I tend to get involved in multiple projects (software or not) after work, and whether this is a point in my favor or not depends on your judgement. Here's some of the things I do or have done:

- I am an avid road cyclist: in 2014 I rode eleven thousand kilometers.
- I am an astrophotographer: with a friend, I own a small remote controlled astronomical observatory on a mountain in southern Spain, where the weather is close to ideal for this sort of things. You can see my work at http://astrobin.com/users/siovene/.
- I have authored Geek Hero Comic, a humorous webcomic series aboud a software developer.
- I am a husband and a father.

ABOUT THIS DOCUMENT

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https://github.com/siovene/resume

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