

Ruben Rizzi

London, UK
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Software engineer with more than ten years of experience specialised in front-end and mobile development. I love my job because it is always interesting, challenging, and you never stop learning from it.

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www.github.com/raynor85

COMPUTER SKILLS

- *Programming languages:* Javascript, Typescript, React, React Native, Node.js, Java, C#
- *Tools:* Git, GitHub, Browserify, Webpack
- *Unit testing tools:* Mocha, Jest, Enzyme
- *E2E testing tools:* Selenium, Appium, Detox
- *CI/CD tools:* CircleCI, Jenkins, AppCenter, Bitrise, Fastlane, Firebase
- *Bug logging tools:* Sentry, Raygun, Crashlytics
- *Agile:* Kanban, Scrum, Jira, Trello
- *Database:* MySQL, PostgreSQL

EMPLOYMENT HISTORY

Lead Front-end developer (contractor)

August 2018 - February 2020

Fantastec
London

- Developed the greenfield project “Fantastec Swap” in React Native and Typescript. This app is currently available in the App store (<https://apps.apple.com/gb/app/fantastec-swap/id1435495863>) and Google Play store (https://play.google.com/store/apps/details?id=io.fantastec.swap&hl=en_GB). It is a game based on collecting, sticking and sharing card of famous football players powered by the Blockchain
- Mentoring other team members
- Leading technical interviews for potential candidates
- Set up CLI with Fastlane for quick custom builds and distributions, AppCenter for a more refined CLI integration with GitHub and ultimately Bitrise integration with Detox for end-to-end testing
- Collaborating with PwC, who build the backend core and the Blockchain, to integrate their API in the codebase, and tackle problems like dealing with the Blockchain delay in updating the cards, as well as under-fetching and over-fetching due to the pure RESTful approach from PwC
- Set up Apple Store Connect and Google Play Store to accommodate the App from scratch
- Developed, tested and set up in app purchase for both platform using “react-native-iap”
- Developed, tested and set up firebase for push notification for both platform
- Integrated JWT token authorisation with Cognito in AWS
- Thorough code review to teach and mentor developers and guarantee code quality and knowledge sharing

Senior Front-end developer (contractor)

April 2018 - July 2018

Bobtrade
London

- Refactor legacy code written in jQuery in React, with special care for performance optimisation
- Worked with the CEO and the main backend developer to brainstorm the Order dashboard page of the website, being sure that business and technical needs were met
- Mentor more junior developers, knowledge sharing through code reviews and manage to set solid code style standards in collaboration with the most senior members of the team
- Working on Create account page, using material design and Google UX best practices

Senior Front-end and mobile developer

July 2016 - March 2018

F1000
London

- Development of new features for the web app F1000Workspace in AngularJS (<http://f1000.com/work/>)
- Development of new features for the mobile application F1000Workspace in React Native for iOS (<https://itunes.apple.com/gb/app/f1000workspace/id1104960012?mt=8>) and Android (https://play.google.com/store/apps/details?id=com.f1000.workspace&hl=en_GB)
- Implemented automatic alpha and beta builds and distribution releases through Fastlane and Fabric
- Added Crashlytics and custom crash logs integrated with the backend

- Created and configured app bundle on iTunes connect and Google play console and managed the test team through iTunes connect for iOS and Closed Beta for Android
- Designed and implemented versioning for Alpha and Beta releases with Fastlane
- Managed code sign for both platform for the whole team
- Benchmarked and compared different route solutions for the mobile app, including react-native-navigator, native-navigator and react-native-router-flux
- Implemented debug techniques using Reactotron and analysed advanced performance bottleneck through the use of MessageQueue and spy function to tackle congestion issues through the Bridge in the mobile app
- Fixed different libraries and plugin to work with the latest version of React Native

Lead Front-end developer

September 2015 - July 2016

CAP HPI

London

- Developed, improved and maintained the front-end part of the company website <https://hpicheck.com> with particular attention to performance optimisation with a mobile first approach, scoring on google PageSpeed 85/100 speed on mobile, 92/100 speed on desktop and 100/100 user experience
- Developed custom JIRA dashboard to meet CAP HPI's AGILE requirements using the latest front-end frameworks (AngularJS, ReactJS) integrating it with the JIRA API
- Added Unit Test to the javascript front-end codebase allowing Dependency Injection for Mocking, reaching 100 code coverage using Mocha
- Developed new features using TDD
- Developed, improved and maintained the front-end part of CAP HPI partners like Parkers (<https://parkers.hpicheck.com>), Gumtree (<https://gumtree.hpicheck.com>), Confused (<https://confused.hpicheck.com/>), TheAA (<https://www.theaacarcheck.com>)
- Optimised the CSS structure following the B.E.M approach using PostCSS, Bower, Grunt.
- Improved some MVC Api in the Node.js back-end
- Used Twig with Node.js to implement and maintain a DRY structure of templates for all the websites
- Developed responsive emails following modern best practices but still covering the most used email clients (Outlook 2009, 2010, 2011, Gmail, Apple Mail, Yahoo Mail, Hotmail, Android Mail). Confidence with Litmus software for email developing and testing
- Implemented front-end performance improvement like server side image compression, image optimisation, minification, HTML validation, code coverage and javascript testing (Istanbul)
- Social media tags, google analytics and lucky orange integration best practice integration
- Improving the current iOS mobile application "HPI Check" in Objective C for iPhone and iPad

Web developer

August 2014 - July 2015

Creativa

New York

- Developed the website of the Italian restaurant "Aia della Colonna" (www.aiacolonna.com) (Wordpress, HTML, SCSS, Javascript, jQuery, PHP)
- Developed the website of the company (www.creativa.cc) (Drupal, HTML, SCSS, Javascript, jQuery, PHP)
- Developed the website of Uffizi Home (www.uffizihome.com) (Wordpress, HTML, LESS, Javascript, jQuery, PHP)
- Developed the website of Pallini contest (win.pallini.com) (Angularjs, HTML, SCSS, Javascript, PHP, MySQL)
- Technical consultation for web hosting, website design, user interface

Web developer

December 2011 - April 2014

Hearst Magazine

Italy

- Implemented dynamic gallery slideshows in all the company websites (Javascript, jQuery, eZ Publish)
- Implemented an innovative asynchronous advertisement system in all the company websites (Javascript, jQuery, eZ Publish)
- Created the backup and the importation scripts in PHP for all the company websites (PHP, eZ Publish)
- Supervised the advertisement part of the new Elle website
- Tutoring, management and supervision of the new employee's activities
- Developed and implemented various customised advertisement formats (HTML, Javascript, iOS)

Web developer, iOS developer

July 2011 - December 2011

RCS MediaGroup

Italy

- Developed the Horoscope section in the “Corriere della Sera” website (HTML, Javascript, CSS)
- Developed the survey “Share and Win”(HTML, Javascript, CSS)
- Developed the company internal web application (HTML, Javascript, CSS, Java)
- Developed the mobile application “Libreria Rizzoli” on iPad (HTML, Javascript, jQuery Mobile, CSS, iOS)

Full-stack developer, Android developer

June 2010 - June 2011

Handcrafted Software

Italy

- Developed “RadioRai” application for Android (Java Android)
- Developed “aMetano” application for Android (Java Android)
- Developed the company website, including the custom administration panel to upload content and edit pages (HTML, Javascript, CSS, PHP)
- Developed the social network “GigWithMe” (Java Servlet, PostgreSQL, HTML, CSS, jQuery, Javascript)
- Created, implemented and optimised the PostgreSQL database for GigWithMe (Server Side Optimisation)

Web programming course teacher

March 2010 - May 2010

Athena Consulting

Italy

- Conceptualisation of a web programming course based on HTML, PHP, Javascript, SQL, Joomla, Flash
- Gathering of all the materials (books and exercises)
- Taught the course

PERSONAL PROJECTS

- Develop and maintain a Modal React Native plugin (<https://github.com/raynor85/react-native-modal-wrapper>)
- Develop and maintain a Modal React Native plugin (<https://github.com/raynor85/react-native-material-selectize>)
- Developed portfolio website (www.rubenrizzi.com)(Photoshop, Wordpress, HTML, CSS, Javascript, jQuery)
- Developed the commercial jQuery plugin “Circular Slideshow” (www.rubenrizzi.com/circularslideshow)(Photoshop, HTML, CSS, Javascript, jQuery)
- Developed the prototypal video game “Enchanted Labyrinth” (www.rubenrizzi.com/EnchantedLabyrinth/EnchantedLabyrinth.html) (Unity3d, C#, Illustrator)
- Developed the video game “The many lives of Mr Button” during the Global Game Jam in NYC (Unity3d, C#)
- Developing the no-profit organisation website Blue-Economics (TEAMWORK) (github.com/raynor85/Blue-Economics-New) (AngularJs, HTML, SCSS, Javascript, jQuery, PHP, MySQL, GitHub, Gulp, Bower)
- Developing the Italian cookie and privacy policy website plugin (TEAMWORK) (github.com/raynor85/italianPrivacy-Policy) (HTML, LESS, Javascript, jQuery, Grunt, Bower)
- Developed the postcss-media-legacy plugin (<https://github.com/raynor85/postcss-media-legacy>) used to provide a fallback for legacy browsers without media query support suitable for mobile-first development approach
- Developed a google calendar plugin to show London events parsed from different websites. It consists of two modules: a website crawler module and the other responsible of authentication and authorisation with google apis and interact with the calendar. CI/CD set up in Heroku to run it daily (DevOps, Node.js, Typescript, Google APIs)
- Developing in progress of a Mario-like platform game in Unity3d, adjusting physics of the game to achieve smooth control. There is currently a whole playable level with the main core features like load and save game snapshots, scene managements to pause, restart and leave the level, secret passages and achievements. Available on iPhones, iPads, Android phones, Mac and Windows with a single codebase (Unity3d, C#)

EDUCATION

Master degree in Computer Science Engineering
Università degli Studi di Brescia, Brescia, IT, Feb 2010

LANGUAGES

English: reading (advanced), speaking (advanced), writing (advanced)
Italian: native

INTERESTS

Business, people management, coding, game design, technology
Travelling, writing, reading, cinema, music
Running, basketball, skiing, swimming, gym