SALVATORE MATRISCIANO

- Mobile Developer -

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Languages

- **Italian** – Native speaker
- **English** – Fluent
- **Spanish** – Basic

Programming Languages

- Dart
- Kotlin
- Java
- C
- C++
- C#
- JavaScript
- TypeScript

Technical Proficiencies

- Flutter
- BLoC, Riverpod, GetIt
- Android Development
- Android Studio
- Jetpack Compose
- React Native
- Redux, Inversify
- Git, GitFlow, GitHub
- Firebase
- IoT, MQTT, Websockets
- RxJava
- Ionic
- Angular
- HTML, CSS
- JQuery, Ajax
- SQL
- XML, JSON
- JSX
- Tomcat
- Hibernate
- Java EE
- Servlets
- JSP
- TCP and UDP Sockets
- Design Patterns
- SOLID Principles
- Clean Architecture
- RESTful API
- Agile, Scrum

Summary

Senior Mobile Developer with 5+ years of experience in native Android and cross-platform development (Flutter, React Native, Ionic), fully focusing on Flutter in recent years.

Currently at Deloitte, leading an international team of 6 developers on a Flutter-based IoT app for a well-known Italian coffee machine manufacturer, integrating REST API, AWS IoT Core, WebSocket, and MQTT. Previously worked on cross-platform apps for major European energy providers and a native Android app for an Italian automotive brand.

I specialize in mobile app development, with a focus on designing and implementing a solid software architecture, emphasizing design patterns and SOLID principles. My work also includes technical analysis, code review, code refactoring, and bug fixing, ensuring high-quality, maintainable, and scalable applications.

Started my career with a 3-month internship as an Android Developer at Beeline in London (Feb-May 2017). Passionate about technology, I've attended events like Flutter Heroes 2024, MWC Barcelona 2024 and several other tech events.

More at salvatorematrisciano.com.

Professional Experience

Feb 2020 - Present

Mobile Developer
Deloitte, Milano (Italy)
www.deloitte.com

- Developing the new iOS and Android cross-platform IoT app in Flutter connected to the new coffee machines of a famous Italian manufacturer, leading an international team of 6 developers.
  The communication between the mobile app and the coffee machine is done using AWS IoT core, with Websocket in lan2lan and MQTT via cloud.
  We also made 2 native modules in Kotlin and Swift: ApplianceKit for machine communication and IdentityKit for users authentication. The 2 modules are used by the app through Flutter plugins we developed.
  (December 2023 - Present).
- Implementing improvements to the iOS and Android cross-platform app in React Native for an Italian energy provider (January 2023 - November 2023).
- Implementing improvements to the iOS and Android cross-platform app in Ionic Angular for a European energy provider (May 2020 - December 2022).
- Implementing improvements and new features to the native Andoid app of a prestigious italian automotive manufacturer (February 2020 - April 2020).
- Use of Git, Bitbucket, GitLab, Fork, Microsoft Planner, Jira, Figma, Zeplin, Confluence, Android Studio and Visual Studio Code, REST API integration.
- Agile and Scrum methodology.
- Releasing app's updates on both Google Play and Apple App Store.
- Estimating new features' and projects' effort.
- Daily direct contact with the clients, support and analysis.
- Bug fixing, code refactoring and teammates' code review.

Jul 2017 - Nov 2017

Android Developer
Visitup Bologna, Bologna (Italy)
www.visitupbologna.com

- Project, design and development of the Android app of Visitup Bologna.

Feb 2017 - May 2017

Android Developer
Beeline, London (UK)
www.beeline.co

- Designing, implementing and documenting improvements to the Beeline Android app, including bug fixing and implementing new social, on-boarding and other features.
- Use of Android Studio, Git, GitHub, Firebase, RxJava, ButterKnife and Dagger.
- Programming in Java and Kotlin.
- Design & implementation of a prototype Android and iOS app in React Native

Sep 2017 - Feb 2018

Columnist
Smart vs Phone
www.smartvsphone.it

- Writing articles about new technologies and computers.

Sep 2016 - Sep 2017

Columnist
HwGadget
www.hwgadget.com

- Writing articles about new technologies and computers.

I am motivated and excited in facing new challenges and tasks, I like working in complex projects with the goal of improving and learning.
I am open to new experiences and I show an excellent ability to adapt, I also think that the success of a project comes from collaboration, professionalism and good relationship among the members of a team.

Personal Projects

- **Visitup - 2025**
  Flutter tourist guide app of Bologna.
  Android, iOS and Web App, Firestore Database, Firebase Authentication.

- **Musixgame - 2022**
  Andorid music quiz game app.
  The app is written in Kotlin with Jetpack Compose, using Koin and Retrofit2, with a Model View ViewModel Architecture.
  For the development I used Android Studio, Git, Github, Firebase, Firebase Authentication (Facebook, Google and Email) and Cloud Firestore database.

- **Keiken - 2019**
  Andorid app that connect users by letting them create and book "experiences".
  Keiken experiences are activities and events created by the users available in the whole world.
  Use of Java, Android Studio and Firebase.

- **Remote Control Car - 2018**
  Remote control Android app for an Arduino and Raspberry Pi car.
  Use of Java, Android Studio and TCP Socket.

- **Visitup Bologna - 2017**
  Android tourist guide app of Bologna.
  There are an historical tour with audioguides and an aperitivo tour.
  Use of Java and Android Studio.

- **Compass - 2016**
  My first Android app: compass pointing north with the possibility of changing the compass image and the background image, including gallery picture, camera view, or Google map as background.
  Use of Java and Android Studio.

Skills

- Quickly pick up new technologies and languages with ease.
- Organize the work with a team or autonomously, defining priorities, assuming responsibility, respecting the deadlines and targets set, also in stressful situations.
- Analyze complex data, draw conclusions, produce reports and make recommendations to senior management.
- Review 3rd party developed code and bug fix as required.
- Build effective working relationships.
- Communicate effectively, both orally and in writing.

Education

Sep 2014 - Present

Computer Engineering
Alma Mater Studiorum - Università di Bologna, Bologna (Italy)

- Experience in Software engineering, Networking, Database, Operating Systems and Cuncurrent Programming.
- Experience in Web Applications development.
- Proficiency in Java EE/HTML/CSS/XML/JavaScript/SQL/Hibernate.
- Strong Java/C programming skills.
- Development of Keiken: an Android app that connect users by letting them create and book "experiences", using Java, Android Studio, Firebase and Git in team with other 2 people.

Sep 2013 - Jan 2014

Political Economy
Alma Mater Studiorum - Università di Bologna, Bologna (Italy)
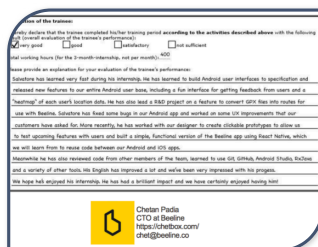Left for Computer Engineering.

Sep 2008 - Jul 2013
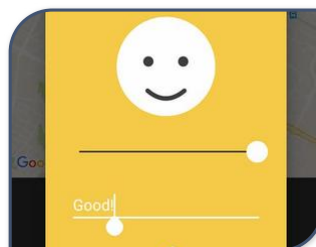
Math and Science High School
Liceo Scientifico Enrico Fermi, Bologna (Italy)

- Gathered knowledge in a wide spectrum of fields of study, both classical (Italian and English grammar and literature, History, Philosophy, Latin, Art History) and scientifical (Maths, Physics, Chemistry, Biology, Technical Design, Computer Science) along with the instruments to carry on learning in the future.
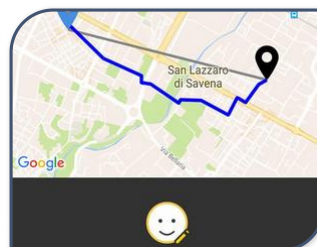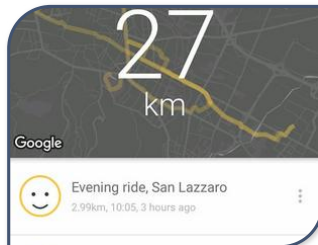
Portfolio

Beeline Internship Evaluation
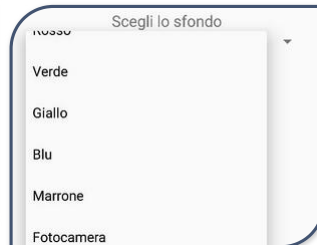

Beeline feedback 1

Beeline feedback 2

Beeline heatmap 1
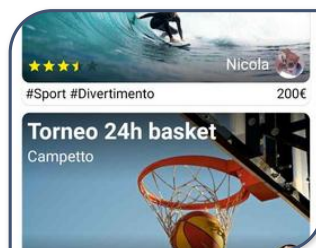

Compass app 1

Compass app 2

Compass app 3

Visitup Bologna 1

Visitup Bologna 2

Visitup Bologna 3

Keiken 1

Keiken 2