

## Simone Masiero

> simone@masiero.io

### Web Skills

React, Redux, Electron  
VueJS, jQuery  
CSS, Sass, Less  
HTML, JavaScript  
PHP, Python, C#  
Django, .NET

### Android Skills

Java, Kotlin  
RxJava

### Other Skills

NginX  
MySQL, SQLite, Redis  
Sysadmin, Bash, Linux  
Google Analytics

### Tools

Git, GitHub  
Intellij, VS, Sublime, Vi  
Notion, Slack

### Personal Projects

> Chirpty  
> Hacker Typer  
> Reddit Investigator  
> LoLPlanner

### Personal

Fluent English  
Fluent Italian  
Fluent Spanish

### Interests

Travelling  
Bouldering  
Running  
Video Games  
More Programming

## Applicable Experience

### Personal development

From a young age I always enjoyed developing; I taught myself how to code in various languages and, more importantly, how to build upon new platforms and new technologies. I crave learning and approach a challenging project as an opportunity to expand my knowledge.

Through my personal incentive and drive, I created several websites and apps, some of which are used by millions of people all over the world, like [HackerTyper.net](#) and [Chirpty.com](#)

### Front-End Developer - Vizzlo (2019 - Current)

- Developed front-end part of the application (React + Typescript)
- Maintained Desktop App (Electron)
- Upgraded Google Slides add-on (Google Script)
- Migrated whole ecosystem to monorepo
- Setup Continues Integration with CircleCI

As a developer at Vizzlo, I have the opportunity to work on many interesting features using cutting edge frameworks such as the Electron app.

Being part of a small group with a large codebase spanning several products requires me to work on multiple projects at the same time.

I was also solely in charge of migrating the whole app architecture to a monorepo system. This gave me the chance to review and refactor many of the older systems in the app and interact with all the different parts. The migration included moving to Typescript, using a new components library and migrating to a new CI system.

### Web Developer - 32Red Brand of Kindred Group (2018 - 2019)

- Developed the new Event Insight service for real time events
- Created and maintained new features for promotions
- Integrated a new version of the games' API

### Android Developer - ViewRanger (2014 - 2018)

- Developed and maintained the Android version of the App
- Designed the communication protocol for the Wear Application
- Created a new map rendering engine with Canvas API
- Implemented a 3D engine for Augmented Reality in OpenGL ES

When I joined ViewRanger my first task was to overhaul the whole UI and bring it up to date with the latest Material Design guidelines. After a huge effort, Google rewarded us with the title of Top Developer.

Following this, we started to improve the inner workings of the app with the bleeding edge of the available libraries such as Retrofit and RxJava.

Thanks to our efforts, we were able to add new and exciting features to the app, including Augmented Reality and a powerful Wear application.

### UX Developer - Bango (2012 - 2014)

- Built the App Stores (Mozilla and in-house)
- Maintained various Analytics Dashboards
- Integrated Carrier APIs

While my title was UX Developer, my role was more that of a full stack web developer working on all levels of the platform, from back-end (MSSQL, C#, ASP.NET) to front-end (vanilla JS with jQuery).