

Lorenzo Marchiori

Software engineer

Profile

Currently working as lead Android Developer at Usabilla in a cross-functional team: responsible for developing and architecting a solution used by several firms to gather feedback from their millions of active users.

In addition to a engineering technical background, I started to develop myself as mobile developer in agencies where the fast pace and the variety of targets were a daily routine. I also worked on bigger and longer products with a track record of designing and delivering software solutions for the Amsterdam Schiphol airport, ABN AMRO bank and Ebay Marktplaats.

More recently I've gained experience mentoring other Android developers as well as following all the phases of development and delivery of products, setting up continuous integration, developing and shaping products architecture from scratch, writing encompassing tests (UI and unit), showcasing products to clients, etc.

Main competences

- Development
 - o Android (Java & Kotlin), React Native
 - o Technology lead & coaching
 - o Product architecture
- Project management
 - o Lean and Agile methodologies (SCRUM master)
 - o Data analysis for product development
 - o CI, test automation & deployment

Expertise

Development, Java, Kotlin, React Native, NodeJs.

Process, Agile, Scrum, Kanban, DDD.

Testing, JUnit, Espresso, Mockito, BDD.

Architecture, MVC, MVP, MVVM, Clean.

Misc, Firebase, Android Things.

Working experience

Feb 2017 - **Android lead developer (Warlock)**, USABILLA, Amsterdam.

Present Responsible for architecting and developing a library used by several firms to gather feedback from their millions of users.

I'm following all the phases of development and delivery of our product shaping its architecture, writing tests and reaching required code coverage, setting up continuous integration, improving the process for code reuse and presenting the product to our clients.

- Aug 2016 - **Mobile consultant (Sorcerer)**, EBAY - MARKTPLAATS, Amsterdam.
 Jan 2017 I worked on the acquisition and retention of users on the Marktplaats app (> 5 millions downloads on the PlayStore) through prototyping, A/B testing, refactoring and new functionalities
- Sep 2015 - **Android lead developer (Conjurer)**, BESTSELLER, Amsterdam.
 Jul 2016 I worked on a white-label app for Bestseller and its multiple brands (Jack&Jones and Veromoda amongst other), following and introducing SCRUM methodologies, creating the product from scratch, deciding upon its internal structure and architecture and helping QA to improve the performance analysis
- Apr 2013 - **Android developer (Alchemist)**, ICEMOBILE, Amsterdam.
 Aug 2015 I worked on the maintenance, organisation and enhancement of the ABN- AMRO app (> 1 million active users) with a proven track of delivery with tight deadlines, product constraints and daily contact with clients.
- Nov 2011 - **Android developer (Apprentice)**, M2MOBI, Amsterdam.
 Mar 2013 I worked on extending the code base, dealing with customised user interface and client/server data synchronisation for the multi (2011, 2012 & 2013) Moodie award winner app for Schiphol Airport

Other experience

- Jul 2017 **Hackathon idea/develop/presentation**, *AnDevCon*, Washington D.C.
 I led a group of 3 in a project using Android Things to accept user feedback via touch screen apt for fairs and conferences. We won a PicoPro Maker kit and an Android Project kit
- Nov 2016 **Hackathon developer**, *Hacker Games*, Utrecht.
 I participated alone amongst over 450 engineering enthusiasts with an app centered on SDKs to recognize emotions and provide newspaper articles based on them
- Sep 2016 **Developer**, *A Framework for Award-Winning Product Design*, Amsterdam.
 Seminar on the design of award winning digital mobile solutions where I won a copy of their book and a ticket for a 2 days intensive seminar in Berlin
- Aug 2016 **Hackathon idea/develop/presentation**, *Stupid hackathon*, Amsterdam.
 I won 1st prize (sharing my GitHub repo) and 2nd prize (developed on the spot) in this hackathon for quirky ideas of no real use for the fun of programming
- Jun 2014 **Hackathon developer**, *IceMobile Summer hackathon*, Amsterdam.
 Company hackathon carried on while simultaneously challenging other groups of developers/designers/POs in cooking contests
- Dec 2012 **Hackathon idea/develop/presentation**, *Appsterdam Christmas*, Amsterdam.
 I participated solo developing and pitching an idea of mine using Text-To- Speech libraries to help the user make quick and spontaneous decision
- Sep 2012 **Hackathon idea/develop/presentation**, *Appsterdam Vth anniv.*, Amsterdam.
 I managed and led a group developing an idea involving geo-location which pitch granted the group Android phones as prizes
- Apr 2012 **Hackathon developer**, *The Next Web conference*, Amsterdam.
 Worldwide known programming contest where I develop an app using Facebook, Dropbox and Google Mail APIs. Prized with 50 Gb for life on Dropbox

Professional courses

- Apr 2018 **Kanban fundamentals**, *Steve Smith*, Software architect and trainer.
- Mar 2018 **Time management fundamentals**, *Dave Crenshaw*, Productive leadership author.
- Nov 2015 **Software Processes & Agile Practices**, *Prof. Kenny Wong*, University of Alberta.
- Jan 2014 **Test Driven Development**, *Prof. Simon Allardice*, lynda.com.
- May 2013 **Interactive programming in Python**, *Prof. J. Warren & S. Rixner*, Rice University.
- Oct 2012 **Gamification**, *Prof. Kevin Werbach*, University of Pennsylvania.

Languages

- **Italian** - Native
- **Spanish** - Intermediate conversation
- **English** - Professional level
- **Dutch** - Intermediate conversation

Education

MSc in Telecommunication Engineering - Final grade 107/110 obtained with a thesis developed in Tampere (Finland) based on Data Hiding and cryptographic techniques.

- 2008–2011 **Masters of Science - TLC engineering**, *University of Trento (Italy)*.
- 2004–2008 **Bachelor of Science - TLC engineering**, *University of Padua (Italy)*.

Interests

- Running, Swimming, Gym, etc.
- Learning
- Cooking & baking (Organic food)
- Board games
- Acting
- Playing the ukulele
- Storytelling
- Reading