# **Fabio Borella**

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### WORK EXPERIENCE

2020 - 2022 - Milan, Italy

**FULL STACK DEVELOPER - SMASH TECHNOLOGIES** 

- Planning, development and maintenance of the product (video call platform), taking in account business needs and overall technology aspects
- Planning and maintenance of platform cloud infrastructure (Heroku, AWS)
- Development of frontend and backend services (using latest JS technologies such as Node, React, Next.js, Vite)
- Development of iOS app (Swift)

2017 - 2020 - Milan, Italy

CTO - FEEDBACK TECH

- Planning, development and maintenance of the product (workplace reviews platform), taking in account business needs and overall technology aspects
- Development of backend API services (PHP, Laravel, MySQL)
- Development of iOS app (Swift)

2014 - 2015 - Milan, Italy

**TEAM LEAD MOBILE - SILICON MAKE APP S.R.L.** 

- Development of iOS mobile apps
- Definition of the requirements of mobile and web projects and management of the same
- Resolving issues related to ongoing projects
- Management of web platforms requirements related to the mobile projects
- Management of the development team
- Relations with clients

2012 - CURRENT

### FREELANCE - FULL STACK AND MOBILE DEVELOPER

- Full stack developer
- Senior iOS developer
- Interactive platform development (such as custom system on "totem touch" for fairs and events, Kinect integrations, LEAP motion technology and others)

## EDUCATION AND TRAINING

Como

SECONDARY SCHOOL DIPLOMA IN IT - ITIS Magistri Cumacini

Address Como

### LANGUAGE SKILLS

Mother tongue(s): ITALIAN

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production Spoken interaction		
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

# PROJECTS

2020 - 2022

#### **SMASH**

Smash is a video call platform allowing users to easily book calls with consultants. The platform aims to put in contact consultants with clients. Consultants can sign up for free and use the platform for both, getting in contact with clients and getting payed for their service directly trough the platform.

- Responsible of all the technical aspects of the project, from the service choices to the code implementation
- Development of the web platform, focusing on video call services
- Integration of the Stripe API for payment services
- Development of platform APIs

[developed for SMASH Technologies]

2017 - 2020

## **FEEDBACK**

FEEDBACK is an app which allows co-workers to review their soft skills. Any user can sign up for free and get in contact with his/her co-workers. The platform guarantees a secure connection between the members of the network by matching the contacts in the users' address book.

- Responsible of all the technical aspects of the project, from the service choices to the code implementation
- Development of backend platform, focusing on a licensable APIs to be implemented by third party clients
- Development of iOS app

[developed for FEEDBACK Tech]

2022 – CURRENT

### **Fuse**

## https://github.com/pencildrummer/fuse

Fuse is an opensource platform to manage 3D printers, CNC or any GRBL/Marlin devices. It aims to be modular and pluggable. These features allow this platform to be more flexible, user friendly and extendable with respect to others.

- NodeJS backend with focus on serial communication and queue handling
- Plugin system to allow multiple brand (and board manufacturers) to be added easily to the platform
- Latest JS frameworks and tools (Next.js, React, Vite)
- RaspberryPi and Arduino communication protocols

[personal project]

## iSpoon

iSpoon is a job recruiting app, allowing users to register for free and make themselves available for jobs in different categories and areas. One of the main advantages of the app is the feature that allows users to register a short presentation video guided by useful hints and questions to be answered during the recording.

- Planning, development and maintenance of platform infrastructure
- Complete development of the iOS app, focusing on recording and compression ad-hoc video algorithm
- Development of platform APIs

[developed for SiliconMakeApp]