

# Fernando Anthony Ristano

Software Engineer

## WORK EXPERIENCE

**Toolbox TVE**, Uruguay, Remote from Argentina

*Leaders in specialized technology for OTT solutions*

**Android Developer**

**sep 2019 – mar 2024**

- Merged 2 separate Android git repository projects for mobile and Tv, reorder all the code in shared modules, making the daily development 10x times faster and reducing the bugs amount in new features.
- Spearheaded the transformation of an unstructured JAVA codebase into a streamlined MVVM Kotlin project with retrofit, layout binding, Coroutines, and ViewModels - resulting in a 200% decrease in product delivery time and significantly enhanced product quality.
- Design Gradle configuration structure to allow developing applications easily adaptable to 20+ clients' brands through flavors and build types with the same base code.
- Architected a Python solution that revolutionized localization management by transforming a labor-intensive process into a swift operation, achieving drastic time reduction from days to minutes for web, mobile, and TV platforms, catering to various clients.
- Orchestrated cross-functional collaboration to develop customized products for industry giants like FoxSports, Universal, History, and DISH; resulting in a 20% increase in client retention.
- Constructed robust Docker, Python, and Bash scripts to support CD/CI processes, leading to a 30% decrease in task complexity and a 20% increase in deployment reliability and speed.

**Freelance**, Worldwide, Remote from Argentina

*Independent software developer and consultant*

**Android, iOS, Game & Backend developer | Consultant**

**sep 2018 – sep 2019**

- Engineered and implemented full gameplay functionality on a C-based game engine, optimizing performance and achieving a 25% reduction in loading times, enhancing user experience and overall game performance.
- Integrated ad-mod, push notifications, firebase, in-app purchase systems for Android and iOS platforms over C based mobile game (CDO's Silly Memory).
- Designed and implemented a failover system on a heterogeneous backend system on multiple VPS.
- Created a docker based system that provide a development platform and a CI/CD entry point, improving 10x the delivery time and developing team organization.
- As consultant, reviewed a large problematic heterogeneous system and designed a work roadmap with specifications and new methodologies of work to improve the delivery and quality of development and delivery.
- Transitioned from Waterfall to Agile project management methods, reducing 91% cycle time for projects requiring 30+ days of development effort.

## CONTACT

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## SKILLS

*Hard Skills:*

- Programming
- Android Development
- iOS Development
- Backend Development
- Scripting
- System Development
- System administration
- Integration Services
- Product Development

*Techniques:*

- Software Development
- Product Management
- Requirements Analysis
- Agile Methodologies

*Technologies:*

- Android SDK, iOS kit
- Go, PHP, Python, Qt
- C++, C, Mysql, PostgreSQL
- MongoDB, Symfony, Git
- GNU/Linux, Java, Objc
- Kotlin, Swift, KMP, Flutter

*Languages:*

- Spanish (Native)
- English (Conversational)

## EDUCATION

**Universidad Nacional del Sur**  
Computer Systems Engineering  
Bahía Blanca, Buenos Aires,  
Argentina

## LINKS

- <http://fernando.ristano.com>
- <https://www.linkedin.com/in/fernandoristano>

**Debut careers,** London, Remote from Argentina

*Debut is a careers app and website for early and graduate students to find opportunities and unearthing hidden gems for employers.*

**Senior Android & iOS Developer**

**feb 2017 – ago 2018**

- Led full Material guideline based redesign and implementation for the android app, improving the users interaction and Play Store app rating.
- Created all CI configurations, scripts and docker images to allow Gitlab CI pipeline process supports automatic Unit test, QA process, build and deploy, improving deliveries and product quality.
- Developed a major software upgrade by identifying hazards associated with releases before they impacted 2000+ clients; proposed solutions that minimized such risks.

**HelloBayTree,** Argentina, Remote

*Software factory*

**Senior Android & iOS Developer**

**jul 2016 – jan 2017**

- Developed ios and android live streaming UI implementation and reproduction engine for RTMP protocol.

**Mural.co,** Argentina, Remote

*Mural, the secure, flexible, visual work platform purpose-built for collaboration.*

**Sr. native iOS & Xamarin Developer**

**jan 2016 – jul 2016**

- Developed POC iOS Native and Xamarin apps of flagship product to determine the final technology to be used.

**Freelance,** Worldwide, Remote from Argentina

*Independent software developer and consultant*

**Android, iOS & Backend developer | TechLeader | IT Consultant**

**nov 2013 - jan 2016**

- Designed, planned and implemented a complete e-commerce system, with backend dashboard (Symfony/mysql) and iOS mobile client (Swift). The project allows customers to purchase bags of roasted coffee or subscribe to get desired products per month. I implement Stripe to manage the payments.
- Planned, designed and implemented Android (Java) and iOS (swift) apps for a medic center. Those allow patients and medics to connect more easily. The apps include interfaces separated for medic, patients and secretaries. Also have a custom implementation of instant messenger and appointment management.
- Designed and executed an identification and check in system for the Peruvian air force. The system uses the fingerprint of personnel to guarantee access to restricted zones and make an assistance list of them. I'm in charge of the implementation of the web dashboard and web services (Symfony/PHP) to manage the personnel and the access validation.
- Implemented an embedded system (Qt/C++) to take fingerprints and connect to the previously explained system and guaranteed access or reject it.
- Created a hardware (C and texas MSP430 micro) to interact between the previously explained system and the fiscal doors to open or close it.
- Designed, planned, led and implemented an agricultural solution that manages and register every important event of his production process.
- Led the development team to build a web dashboard (Symfony/PHP/Mysql) that allows registering the level of rain in all fields, managing vehicles, stock of products, tools and other stuff, managing bovine cattle, and work campaigns.
- Created a multi-platform Mobile app (QT/C++) to manage bovine cattle using RFID readers directly in the field.
- Configured and managed GNU/Linux servers with Git repositories systems, VMs, Project manager software, Mail servers, DB and others.
- Planned, implemented and led a multi-disciplinary team to build a gps based proximity social network like facebook.
- Design and create a webservice (Python/Bottle/MongoDB) to manage the proximity social network users interactions and algorithms.

- Build native Android (JAVA) and iOS (Objc) for the gps based proximity social network product with instant messenger, posts feed, users friend/relations, camera and maps.

## **2Advanced/Bad juju**, Aliso Viejo, California, U.S.A, Remote from Argentina

*Software factory*

### **Mobile app and game developer**

**ago 2012 - oct 2013**

- Build a mobile app (CoronaSDK) to monitor medical patients' habits to improve their quality of life, taking a gamification approach.
- Create a sushi encyclopedia mobile apps for android and iOS (Xamarin) that show dishes, ingredients, history and a list of restaurants. All is stored locally on the device.
- Implement poker game front-end using Cocos2dx framework and cocosbuilder.

## **Yoco Soluciones S.L.**, Bahía Blanca, Argentina

*Software factory*

### **General Software developer, tech lead and sysadmin**

**jul 2009 - ago 2012**

- Designed, planned, led Drupal based product which allows creating custom communities with customs themes and customs modules to help the users managements and manage mumble VOIP server.
- Created scripts and mechanics to create, manage and connect 50+ Mumble VOIP Servers.
- Build a complete e-commerce and stock management with a custom Drupal 6 based system.
- Investigate, plan and develop a custom OpenGTS GPS tracking system product.
- Configured, created and GNU/Linux based servers with Git repositories systems, VMs, Project manager software, Mail servers, DB and others.