

Fernando Anthony Ristano

Software Developer

Contact

Bahía Blanca
Argentina

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Languages

Spanish: native
English: advanced

Technologies

C, C++, PHP, Python,
Java,
Perl, Drupal,
Symfony, Svn, Git,
Android, iOS,
objectiveC, swift, Qt,
Mysql, MongoDB
GNU/Linux, ARM,
MSP

Education

- 2004-2010 **Ingeniería** en computación Universidad Nacional Del Sur
University degree
- 2001-2004 **Técnico** en equipos e instalaciones electromecánicas E.E.T No 1 Octavio F. Ducos
Bachiller en Producción de Bienes y servicios.
High School Degree

Personal skills and competences

Professional:

- Advanced knowledge and skills in GNU/Linux.
- Web developer.
- Mobile app and games developer.
- Development of embedded systems on ARM.
- Knowledge of Electronics and Electricity.

Personal:

- The standards, efficiency and robustness have my special attention when i develop.
- I always expect new challenges and opportunities to acquire new knowledge and skills.
- I quickly learn new ideas and concepts, and I like to develop creative and innovative solutions.
- I have the ability to work on projects, motivated by achieving the objectives set and effectively under pressure.

Experience

2018–Now

Freelance

Bahia Blanca, Buenos Aires, Argentina

Generalist software developer, devop, consultant and sysadmin

Skills and performance:

- Sr iOS and Android native development.
- C mobile game developer.
- Software consultant.
- Sysadmin and devops.

Remarkable projects:

- C mobile game development:
Complete gameplay functionality, admob integration, implement all push notification related stuff with firebase, implement achievements functionality on both platforms.
- Sysadmin/devopss:
Implement a failover system on a heterogeneous backend system, and implement a docker based system that provide a development platform and a CI/CD entry point.
- Consulting:
Analyze a large systems with several faults, and suggest a new roadmap with specifications and new methodologies of work to achieve the new objectives.

2017–now

Debut careers

Bahia Blanca, Buenos Aires, Argentina

Senior iOS & Android dev

Skills and performance:

- Sr iOS native development.
- Sr Android native development.
- Material design Lead adapter on Android.

Remarkable projects:

- Android Material Design:
Analyze and implement Android app changes to support Material design guideline.
- Unit tests:
Implement from scratch all unit and functional test on Android side
- Gitlab CI:
Implement all CI on Gitlab process to support automatic Unit test, QA process, build and deploy

- 2016–2017 **HelloBayTree** Bahia Blanca, Buenos Aires, Argentina
FullStack Developer
- Skills and performance:
- Sr iOS native development.
 - Sr Android native development.
 - Sr Python/Django backend development.
- Remarkable projects:
- Live streaming implementation for Debut app:
Development of ios and android live streaming UI implementation and reproduction engine for smtp protocol. Implement REST calls and mechanisms for live streaming implementation.
- 2016 **Mural.co** Bahia Blanca, Buenos Aires, Argentina
Sr iOS Mobile Developer
- Skills and performance:
- Sr iOS native development.
 - iOS Xamarin development.
- Remarkable projects:
- Mobile iOS development of flagship app:
Development of severals demo apps, written in Native iOS and Xamarin.iOS.
Development of Xamarin.iOS based app of Mural solution for iOS.

2015

Freelance

Bahia Blanca, Buenos Aires, Argentina

Mobile Developer, Web developer, sysadmin

Skills and performance:

- Mobile development using C++/Qt multiplatform frameworks.
- Mobile development using native Android and ios frameworks
- Webservice development using symfony/php and mysql.
- Web system development using symfony/php and mysql.

Remarkable projects:

- Mobile e-commerce system:
This system allow to costumers buy bags of coffee and make a subscription of bags per month. I develop an native iOS (swift) with a costume design and a web dashboard (symfony/mysql) for the seller. Over this dashboard, i write a RESTfull webservice for the iOS app. The system use stripe to manage the checkouts.
- Medic follow app:
Mobile app for make the interact between the medic and patient more simple. They include interface for the medic an patient, and instant message system, appointment manage, etc. I develop an iOS (swift) and Android version.
- Identification and checkin system for Peruvian aerialforce:
The all system allow to register checkin of workers with fingerprint, guarantee access to restricted zones and make an assistance list. I develop an web dashboard and webservice to manage workers and interact with the embedded apps. The embedded apps (Qt/C++) include an ingress register with fingerprint device, and real-time assistance check interface and a check/guarantee access for range to a certain security doors. I develop the hardware(msp430) to interact between the security access app and security door. I also install and secure the server (GNU/Linux) for dashboard and webservice.

2014

7hilos

Bahia Blanca, Buenos Aires, Argentina

Cofounder, Developer, Sysadmin and Project leader

Skills and performance:

- Mobile development using C++/Qt multiplatform frameworks.
- System administration:
 - Management of GNU/Linux Systems on physical and virtualized servers.
 - Development of bash, php, python and perl scripts.
 - Montage and management of MTAs, DB, monitoring systems and backup.
 - Montage and management of Git, project management systems.
- Webservice development using symfony/php and mysql.
- Web system development using symfony/php and mysql.

Remarkable projects:

- Agropecuary manager system:
This system allows agropecuary enterprises to manage and register every important event of their production process. The owner or principal manager can register users and manage roles and permissions over these users, to allow them to use some system functionality. The system allows registration of the level of rains in all fields, management of vehicles, stock of products, tools and other stuffs, management of bovine cattle, and work campaigns. This part of the system was developed using symfony, bootstrap 3 and mysql. The system has a mobile interface to manage bovine cattle using RFID readers over all animals directly in the field. This mobile interface was developed using Qt/C++ multiplatform framework.

2013–2014

MioCode

Bahia Blanca, Buenos Aires, Argentina

Cofounder, Developer, Sysadmin and Project leader

Skills and performance:

- Mobile development using native Android and iOS frameworks.
- System administration:
 - Management of GNU/Linux Systems on physical and virtualized servers.
 - Development of bash, php, python and perl scripts.
 - Montage and management of MTAs, DB, monitoring systems and backup.
 - Montage and management of Git, project management systems.
- Webservice development using python, bottle and mongoddb.

Remarkable projects:

- Social network by proximity:
This social network is centered on the proximity of the posts made for the users. Each user makes a post on his position and he can only see all posts on a certain zone, from 1km to 100km around him. The user can be a friend of other users, use an instant message system with other users, post a comment, position or images, globally or to another user's wall. The users can register using an email system or facebook system.
In server side, the webservice was developed using Bottle framework with Python and Mongoddb. In mobile side, it was developed as an Android version and an iOS version of a mobile app.

2012–2013

2advanced / Badjuju

Aliso Viejo, California, U.S.A.

Mobile app and game developer

Mobile app and game developer, using native technologies and multiplatform frameworks.

Skills and performance:

- Mobile development using native Android and ios frameworks.
- Mobile development using multiplatform frameworks:
 - CoronaSDK
 - Xamarin
- Game development using cocos2d-x and marmalade.
- Modification and creation of CocosBuilder plugins.

Remarkable projects:

- Mobile app for monitoring medical patients habits:
Mobile application development using the multiplatform framework CoronaSDK. This application was created to monitoring medical patients habits to improve their quality of life, encouraging them to engage in physical activity for example. The app have a server connection, where obtained user data and its designated activities programs. Whenever an activity is completed, this information is sent to the server.
- Sushi encyclopedia:
Developed using the Xamarin multiplatform framework. The project consisted of an encyclopedia with enough information about sushi dishes, ingredients and history. You could get a list of restaurants that serve each dish. You could also organize events where several people gathered to eat at a restaurant chosen.
- UI for online poker gamer:
The project consist only de UI for a online poker game. Is developed using Cocos2dx framework and cocosbuilder

2010–2012

YocoSoluciones S.L.

Bahía Blanca, Buenos Aires, Argentina

Developer, Project Leader and sysadmin

Web developer, team leader and sysadmin of a severals GNU/Linux servers.

Skills and performance:

- Drupal developer:
 - Drupal 6 and 7 modules development.
 - Montage and development on Drupal multisite.
 - Migration CMS and other to Drupal CMS.
 - Project leader of projects based on Drupal
 - Development Import system for Drupal
- System administration:
 - Management of GNU/Linux Systems on physical and virtualized servers.
 - Developmnet of bash, php, python and perl scrips.
 - Montage and management of MTAs, DB, monitoring systems and backup.
- Webservices restful development.
- Adaptation of python scripts for mumble server intercommunication with BD through ICE Drupal.
- OpenGTS adaptation.
- Support GPS trackers on OpenGTS.
- Adaptation OpenGTS
- Development of mobile apps using CoronaSDK framework

Remarkable projects:

- Multisite platform:

This multisite system, allow to create drupal sites pre-charged and ready to use for communities, with configured modules, a custom theme and a self-managed mumble server. Everything is based on a single Drupal multisite. The mumble server is managed directly over the community site. My job was to develop all relevant modules and project leader. Each module created, modified original functionalities of Drupal, create new interfaces, modified interfaces, create new blocks, etc. Notably never directly modify the core system. The major modules developed are:

- Module Enhanced User Management: This module allows to manage permissions extras between communities and the main site as well as other mechanisms related permits each community mumble server. Besides changes in permissions replicated across all communities that a user was changed.
- Community-building module: This module creates a new community, taking values as the community name, slogan, theme to use, etc.. At the time you create a new microsite, this take a db with minimal information as a template, some static files and a theme chosen. Data were copied, were initialized all variables and some third-party modules and the new site will be registered in the central system.
- Module for update all configurations: This module get a desired configuration for micro-sites and its modules and apply this to all working micro-sites.
- Management Module for mumble server: Each community has a dedicated mumble server. With this module could manage permissions for users connected to them, perform operations over mumble server directly from the site. This module give a interface where showing a list of users online and their status, showing the tree of channels and users.

- Ecommerce and local seller system:

My position here was developer and project leader. This system allows to manage products, perform local and remote sales, and keep track of stock of products. Was developed using Drupal 6, Ubercart module and some third-party modules related to the latter. It extended its functionality by creating new modules, imports data from another system ecommerce and also adapt to an online sales site, is a system of local stall. The system is used in Spain, so we had to make changes to suit your legal and currency. The most prominent modules are:

- Import module: this module make the importation of products and prices from a system made in joomla to this new system.
- Stock control module: This module allow to keep track of stock of products, in shops and stores.
- Local sell module: This module implement sales interface with bar code reading , for local sales in a shop. It also annexed the daily cash closing.
- Online sales module: Extension of ubercart to discriminate between a local sale as a sale remote, updating the stock and creating a new sales reports.

- Payment gateway module for sale cash: It allowed cash sale in the local shop .
- Reports module: Ubercart extension to support reports for added modules