

Skills
Frontend Web Development
ReactJS, Android Native, React-Native
Backend Development
NodeJS, Python/Flask/Django, Typescript, Golang, Prisma, GraphQL
Team manager
Clear, Effective Communication, Emotional Intelligence, Ability to Delegate, Openness, Context over control
Interests
Side projects lover
Nerd, Tech enthusiastic
Avid reader of books
Proud Tech communities member and admin
Basketball player
Languages
English
Advanced
◆◆◆◆◆◇
Italian
Expert
◆◆◆◆◆◆◆

Matteo Boschi		
Senior Software Engineer		
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Profiles		
 Undermaken GitHub		
 matteo-boschi LinkedIn		
 matteoboschi dev.to		
Summary		
13+ years of experience software engineer proficient in a wide range of technologies and programming languages. Skilled in developing mobile applications using React Native and native SDK (Java, Kotlin, Swift, ObjectiveC). Proficient in web development with React and experienced in creating desktop applications. Possess expertise in backend development , services, and database management. Accomplished in writing efficient code and leading teams of up to 7 senior software engineers . Prior experience includes working for a company with a user base of approximately 30 million users, contributing to the development of a successful application.		
Experience		
Heritage Holdings	2022-05-22	
Senior Software Engineer remote		
https://www.heritageholdings.co/		
Remote I came back to a technical position after ~2 years as a tech manager (mobile team of 7 seniors). Heritage is a private fund where tech is one of the main assets. I work with a highly skilled team to build a solid and efficient tech ecosystem: mobile, web, services, infrastructure, and internal tools. Technologies of interest:		
<ul style="list-style-type: none">React, React NativeNodeJS, FastifyGraphQL <u>Prisma</u>Typescript (I love FP with fp-ts and io-ts)Python		
PagoPA S.p.A.	2019-12-01 - 2022-05-17	
Head of Client & Front end		
https://www.pagopa.it/it/		
Remote I was in charge of the development of the <u>IO app</u> . This is the official app of the Italian government through which essential services to the citizen are provided, such as: paying taxes, sending sensitive documents (COVID green certification), and taking advantage of government incentives and bonuses. The main challenge was to build and manage a team of 7 senior software engineers with whom to work, learn and grow together. I became Head of Client & Front end after ~1 year where I was Senior Software Engineer The app, at the time of my exit, had a user base of about 30mln users.		
<u>IO-app contribution</u>		
Technologies of interest:		
<ul style="list-style-type: none">React NativeTypescript, fp-ts, io-tsAzure CloudGitHub actions / CircleCI		
Presidenza del Consiglio dei Ministri	2019-04-01 - 2019-12-01	
Mobile developer		
https://teamdigitale.governo.it/		
I worked for Digital Transformation Team as a mobile developer for an Italian government task force. The team consisted of a pool of experts selected from around the country and even outside Make public services for citizens and businesses accessible in an easy manner, via a mobile-first approach, with reliable, scalable and fault-tolerant architectures, based on clearly defined APIs; support the different central and local government departments in making the best and most data-driven decisions, thanks to the adoption of big data and machine learning techniques.		
https://teamdigitale.governo.it/en/people/matteo-boschi.html		
Technologies of interest:		
<ul style="list-style-type: none">React NativeTypescriptAzure Cloud		
White3	2017-03-01 - 2019-03-01	
Solution Engineer		
Rome		
https://www.white3.it/		
Concept, Design and Development of multitouch application in Crysis/C&C environments: mission critical, territory control, data centers management, people and means control flow.		
Follow the software's full life cycle by leading a team of 3/5 engineers Design and develop complex applications based on Unity engine for the client side. Design and develop complex backend technologies to build all services needed by clients. Design and develop mobile companion apps based on Android environment		
I followed up some projects close to the clients: Mexico (~1 year), Brasile (~3 months), Bolivia (~3 weeks)		
Technologies of interest:		
<ul style="list-style-type: none">Unity EngineMicroservices architectureReactive Programming (ReactiveX)Concurrent programmingSOLID principles		
Education		
University of Rome Tor Vergata	2008-01-01 - 2015-01-01	
Computer Software Engineering		
Master's degree		
107/110		
https://web.uniroma2.it/home		
Degree Thesis on mobile (Android) GPS navigation system for public transportation in Rome, involving GIS vectorial maps, dynamic path recalculation, and turn-by-turn instructions. Map-based interface and position-based real-time information gathering.		
Projects		
Spearfishing Community	2010-03-01 -	
Spearfishing Community web site		
https://www.emozioninapnea.com		
Proud developer of my own spearfishing community "Emotions in Apnea". I started to develop the web part several years ago (2011). Now the community counts about 7k users and I developed the mobile app too (only Android) For this project, I did not use any 3rd party software or existing frameworks.		
Technologies involved:		
<ul style="list-style-type: none">PHPMySQLJavascript (Jquery)		
Pesca Sub mobile App	2013-02-01 -	
Android app		
https://play.google.com/store/apps/details?id=water.maken.emozioni		
Starting from my Spearfishing web project I realized the mobile application was based on the same contents and community.		
The application is written for Android mobile devices (phones/tablets)		
It extends the web part giving the users more maps utilities and notifications about their activities.		
Technologies touched and involved:		
- android SDK,NDK		
- google play services (adbmob.gmaps)		
- Picasso library		
- Glide library		
- Volley library		
- ReactiveX/RxAndroid library		
Today it counts about 20k users, 278 votes with an avg of 4.46/5.0 on Play Store		
Whatsapp Photo Profile	2015-01-01 - 2016-01-01	
Android app		
https://m.apkpure.com/contact-photo/com.fyg.whatsprofile		
I made an Android App to make it easy to set Whatsapp contacts profile pictures into the personal address book. It also can make pictures historical archive of each Whatsapp profile. It made about 270k downloads before WhatsApp moved the profile picture from the "public" folder into provide making my app useless		
Quiz Responsabile Tecnico	-	
Android app		
https://play.google.com/store/apps/details?id=com.water.testresponsabiletecnico		
Android app to train and test your knowledge about Responsabile Tecnico Ambientale.		
As the first activity, I implemented a Python parser to read official quiz pdf files (http://www.albonazionalegestoriambientali.it/) and collect all information in an SQLite database.		
Then I wrote the Android (>1k download, 4.7/5) application where the user can select his test, pause it whenever he wants, and at the end check the test results.		
Technologies touched:		
<ul style="list-style-type: none">PythonSQLitemixed Java/Kotlin for Android		
References		
Linkedin recommendations		
Coworkes		
https://www.linkedin.com/in/matteo-boschi/details/recommendations/		
reactnative @localhost 2021		
Workshop		
https://www.youtube.com/watch?v=FnMoLElfgEE		
Ne Me Quitte PA		
Online interview		
https://www.youtube.com/watch?v=8A7Kw_9wucM&list=FLIfHISD3Cy7RzExCBs4KsFw		
RomaJS		
Tech Talk		
https://www.facebook.com/romajs.org/videos/575771186517100		
I wrote		
Article		
<ul style="list-style-type: none"><u>React Native - when JS is too busy</u><u>How to create a bot for code reporting activities</u><u>From Ideas to Action: Hackathon</u>		