

# Javier Marsicano

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Buenos Aires, Argentina

## PROFESSIONAL SUMMARY

Mobile software and open source technologies are my passion - especially Android related. In 2012 I started working on CS research institutes, which involved several technologies. Also I have taught on IT topics at university, as chair assistant professor in Algorithms, Programming 101, among others. I have a strong background on Software Architecture and NLP as well. I have been developing mobile apps since 2014. I feel comfortable working in multi-disciplinary teams in an agile context. I am seeking for opportunities to contribute solutions to North American markets tech needs.

## SKILLS

**Expert:** Android SDK, Android Studio, Android Jetpack, Java, JUnit, Mockito, Gradle, Git, ORM, SOLID, Clean Architecture, Design Patterns

**Advanced:** RxJava, Kotlin, TDD, IDD, Continuous Delivery, SQL

**Intermediate:** Flutter, Dart, iOS, Swift, Xcode

## WORK EXPERIENCE

### Appetize

July 2018 - Present

Senior Mobile Engineer - Remote

- Interview candidates to be hired as part of screening process to grow from 2 up to 9 FTE for mobile team.
- Implement a complete Continuous Delivery pipeline from scratch for several products reducing bugs rate and improving delivering schedules.
- Improve memory performance eliminating OOM exceptions and almost 90% of memory leaks

Technologies Used: RxKotlin, Architecture Components, Fastlane, Leak Canary, Robolectric, Atlassian suite, Xcode.

### Openbank

March 2017 - June 2018

Android Tech Leader

- Manage, schedule and follow up tasks assigned to the Android development team (4 FTE) including release and configuration management.
- Refactoring the architecture and adapting web services API changes.
- Participate in negotiation and planning meetings with stakeholders and PO's (client).

Technologies Used: Jira, Gitlab, HockeyApp, Invision, Zeplin, Retrofit, Dagger, Event bus, among others.

### eDreams ODIGEO

March 2016 - March 2017

Android Developer - Remote

Work in the development of three apps: eDreams, Go Voyage and Omodo.

- Refactoring the architecture and adapting mobile services communication changes.
- Integrating new technologies like Google Sign In and Stetho.
- Research and development of test automation subsystem to implement automated test with Continuous Delivery and BDD.
- Performing workshops and knowledge transfer of learned concepts and techniques.
- Proactive requirements elicitation thinking new potential features to offer to the users.
- Technologies used: Confluence, Bitbucket, Charles, Postman, Stetho, JUnit, Espresso, Gherkin. Tracking and Analytics.
- Team work with up to 14 FTE co-workers in multidisciplinary teams with Agile coaches following Kanban, Scrum and BDD.

### Disney Parks & Resorts Online

April 2015 - November 2015

Android Developer - Remote

- Developing new app for parks located in Paris, reusing almost half components of DLR app
- Achieved autonomy while the Tech Lead was offline due to relocation

Technologies Used: Android Studio, Jenkins, GitHub, Postman, Adobe Analytics, Charles Proxy.

## EDUCATION

**Unicen University** - Tandil, Argentina

December 2017

Systems Engineer Bachelor Degree