

## Work Experience

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**Klarna**  
Milan, Italy

**Senior Software Engineer**  
**Software Engineer II**  
**Software Engineer I**

**May 2024 – Present**  
**May 2022 – May 2024**  
**Jan 2021 – May 2022**

- **Card Issuing team:**
  - Development and maintenance of multiple services in Scala as part of Klarna's card offering, using Kafka to process and produce events, PostgreSQL and DynamoDB for storage and providing functionalities through REST APIs used by multiple teams.
  - Designed and developed APIs to automate manual processes related to credit cards, working with internal and external stakeholders
  - Built the frontend and backend for internal back office tools used to surface and display information about cards and transactions. Frontend in React and Typescript, backend in NodeJS and Scala processing millions of Kafka events per month with DynamoDB and Opensearch for storage
- **Gift Cards team:** development of the gift cards platform providing REST APIs to product teams in the organization built on a serverless platform (AWS Lambda) written in NodeJS using functional Typescript. Async communication with other services using SNS, SQS, Kafka. DynamoDB and Redis for storage.
- **Hiring:** participating in the hiring process by leading coding and architectural interviews, tutoring other engineers to run interviews and improving the interview process

**Full Stack Software Engineer**  
Freelance Contractor

**HabitRPG Inc.**  
Full Remote

**Nov 2014 – Dec 2020**

HabitRPG Inc. is a company that develops and operates the [Habitica](#) web and mobile applications.

Habitica is a task manager and self improvement app that employs gamification techniques in order to keep users motivated and on track to achieving their goals. It has 5 million registered users and over 200.000 active ones across Web, Android and iOS. The entire codebase is open source and available on [Github](#).

- Design, development, management and performance optimization of the REST API written in NodeJS and backed by a MongoDB database.
- Implementation of the web app responsive redesign and of the transition from AngularJS 1 to VueJS.
- Management of the deployment process and scaling of the backend on cloud services including AWS Elastic Beanstalk, Heroku and Google Cloud Platform using Docker and Kubernetes.
- Implementation of the CI/CD pipeline. Test Driven Development, Unit and Integration tests.
- Collaboration as part of a fully remote team and of an open source community, management of the Git repository, code review.

## Technologies and Languages

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- Languages:      Typescript, Javascript (ES6+), Scala, HTML / CSS, Java, C, SQL.

- Technologies: NodeJS,, AWS (Lambda, DynamoDB, SQS, SNS, S3, EC2, ...), Redis, ExpressJS, React, Kafka, Terraform, MongoDB, PostgreSQL, VueJS, Jest, Mocha,, GCP, Heroku, Kubernetes, Docker, Git, Jenkins, Github Actions, Opensearch / Elasticsearch, Datadog

## Projects

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- **Adrenalina:** Java implementation of a card game with multiplayer features over the network, developed with other students as part of my thesis project. The source code is available on [Github](#).
- **Hours:** a minimalist time tracking web application released on the Chrome Web Store and developed using VueJS. The source code is available on [Github](#).

## Education

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| • <b>B.Sc. Engineering of Computing Systems,</b> Politecnico di Milano, Milan, Italy. | <b>Oct 2015 - Mar 2020</b> |
| • <b>High School Diploma,</b> Liceo Scientifico Guido Castelnuovo, Florence, Italy.   | <b>Sep 2010 - Jun 2015</b> |

## Languages

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- **Italian:** first language.
- **English:** fluent.