



# Stefano Russello

## Android & iOS developer

I am a dynamic person who is able to think both creatively and strategically. I pay particular attention to optimizing code, to defining problems and explaining solutions in a clear manner. I'm a team player who focuses on ensuring work is completed to schedule.

### Expertises



Android



iOS



Code



Graphics

### Competences

Android - Java / Kotlin

iOS - Swift / SwiftUI

iOS - Objective C

Graphic Design

### Contact

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## Formation

I.T studies from l'Istituto Tecnico Industriale Statale "A. Pacinotti"

1996 - 2001 [ Italy ]

Technical Institute Diploma (85/100)

Certificate in ESOL Skills for life Level 1 - City of Wolverhampton College

July 2016 [ United Kingdom ]



## Experiences

Freelancer at Stream AMG - working remotely

Android & iOS developer / Graphics

2018 - present [ Malta - Spain (remotely) ]

- Development of video streaming apps and Payment SDK
- Writing Jira documentation and managing source code on GIT BitBucket
- Maintaining legacy product written with C# and MySQL

Freelancer for Evolve The Future - working remotely

Android & iOS developer / Designer

2015 - 2017 [ United Kingdom ]

- Lead developer for apps using GPS location in aviation environment
- Application development for iOS with Objective-C and Swift and Android with Java
- Development of web services utilising php, MySQL, http, JS
- Developing and maintaining the company IT system, sw and db

Aubay Italy S.p.A. c/o Il Sole 24 ORE

C#, VB.net and VB6 developer

2006 - 2015 [ Italy ]

- Program Analyst VB6, .net (C#, VB.net)
- Content management
- Application development utilizing SQL Server 2000-2008
- Development and management of Stored Procedures and TSQL
- Conversion of procedures, classes and applications from VB6 to .net

Microforum S.p.A.

Java Game developer

2003 - 2006 [ Italy ]

- Java 2 Micro Edition programmer, game app. developer
- VB6 programmer, developing video surveillance system
- VB6, J2ME developer for video surveillance systems



## Personal Achivement

Publishing my first SwiftUI app on AppStore

Converted and published my Android app to new Apple language SwiftUI

FlyToDiscover - www.flytodiscover.it

Restful API - PHP backend - Android app - iOS app - Social 360° VR Panorama drones

Android & iOS apps - October 2012 published my first iOS app

See my apps searching 'Stefano Russello' on AppStore and 'FollowMe Mobile' on PlayStore

3D Modelling with SketchUp and Fusion 360

Making 3D Models for 3d printing, for Building design and Unity3D test projects



## Most Used Apps



FlyToDiscover



PDF Watch



Wake up! Earthquake



The FA Player



SAFSEE



Barcode Organizer



## Interests

