ANDREA PERINU

I am passionate about coding. It started when I was fifteen by reading the book "The C Programming Language" and I never stopped learning about programming. In my spare time I love to study from books, learn online and build personal projects. Nowadays I work using cutting edge technologies such as **Typescript** and **React** as a **frontend specialist**, but I pretty much love all types of coding. I strive to achieve the best code quality with always maintainability in mind.

M - 1987 - Sardinia (Italy) | andrea.perinu@gmail.com | [GitHub](#) | [LinkedIn](#) | [Website](#)

Hacking in *Typescript* & *fp-ts* & *Flutter* | loving *Refactoring* | interested in *Functional Programming*

Experience

Senior Software Engineer

@ [Perinu Andrea](#) | Italy (full remote) | *(Apr 2024 - Present)*

Seasoned senior frontend software engineer with over a decade of expertise crafting stunning, high-performance web and mobile applications, specializing in SaaS solutions. Proficient in React, TypeScript, Next.js, GraphQL, React Native, Flutter and Dart. With a track record in tech leadership, I excel in untangling complex legacy code, implementing best programming practices, patterns, and paradigms to ensure a smooth, clean, and bugs-free as possible codebase for your team.

I offer my clients the following services :

- Application Development
- Mobile Application Development
- SaaS Development
- Web Design
- Web Development

Frontend Technical Lead

@ [Deliveristo](#) | Italy (full remote) | *(Nov 2022 - Mar 2024)*

*Role***:**

I led the FE department of Deliveristo. My duty was to ship their two main products composed of a web app and a mobile application.

*Main activities***:**

- rewrite the entire mobile application
- maintain and add new web app core features
- producing technical documentation
- test driven development
- responsibility to draw code quality guidelines through code review and feedbacks
- responsibility to follow and teach other developers
- responsibility to interview and choose candidates in order to form a team

*Accomplishments***:**

- Rewrote the javascript and vue.js web app to a brand new one that uses React, Typescript, Graphql, Next.js and PostCSS. This was necessary in order to have full control of the application and have a clue about what was going on.
- Rewrote their React Native mobile application in Flutter in order to improve our codebase and remove lots of bugs and bad practices.
- Both web app and mobile application UI/UX experience, along with applications speed, have been considerably increased
- Added Next.js
- Added unit and e2e tests

Technologies used: TypeScript, React, Apollo GraphQL, Next.js, PostCSS, Jest, Cypress, Flutter.

Senior Software Engineer

@ tal&dev | Worldwide (full remote) | *(Apr 2021 - Nov 2022)*

*Role***:**

Senior Software Engineer in charge of the company main product tal&dev.

*Main activities***:**

- add new core features
- rethink, redesign and rewrite the entire application
- producing technical documentation
- test driven development
- responsibility to draw code quality guidelines through code review and feedbacks

*Accomplishments***:**

- Rewrote the whole application as a brand new one, thus drastically improving codebase quality
- Rewritten the most critical parts using fp-ts in order to nullify side-effects
- UI/UX experience, along with application speed, have been considerably increased
- Added Next.js
- Added unit and e2e tests

Technologies used: TypeScript, React, Apollo GraphQL, Next.js, Fp-ts, PostCSS, Jest, Cypress.

Senior Software Engineer

@ BEE by MailUp Group | Oakland, California (full remote) | *(Feb 2020 - Apr 2021)*

*Role***:**

I led the progressive architecture rewriting of the company product BEEPRO from Javascript to Typescript using the functional programming paradigm.

*Main activities***:**

- designing a new data flow for the entire application in order to fix critical parts
- reversing engineering and rewriting the actual codebase in order to reduce side-effects
- producing technical documentation
- test driven development
- responsibility to draw code quality guidelines through code review and feedbacks

*Accomplishments***:**

- analysed, rethought and rewrote the critical parts of the whole application via reverse engineering, also reducing its loading time up to 1.5s.
- removed Redux and replaced it with a custom store created by myself based on React

useState mechanism. This was done to reduce the store complexity and have a clue of what was going on in a linear, side-effect free way.
- developed a custom react library using React, TypeScript, fp-ts and styled-component to import a set of reusable components into BEEPRO in order to help me with the refactoring
- developed the whole frontend architecture of Routing mechanism, Subscription flow, TemplateCatalog, Brand Styles
- project code coverage raised up to 90%+

Technologies used: TypeScript, React, Fp-ts, styled-components, Jest, Enzyme.

Go Engineer

@ SITech Solutions | Reply | Deutsche Telekom | Italy, Germany (full remote) | *(Jun 2019 - Feb 2020)*

Role:

In order to widen the range of my working skills, I worked on a Deutsche Telekom complex microservice based project using Golang and its tools. I was part of a team of 6 developers.

Main activities:

- pair programming
- producing technical documentation
- developing new features

Accomplishments:

developed many sections of the project

Technologies used: Go

Senior Frontend Engineer

@ Aesys | Deltatre | Italy, Turin | *(May 2016 - Jan 2017)* @ MC Engineering | Deltatre | Italy, Turin | *(Jun 2017 - May 2019)*

Role:

I was in charge to design and develop, alone, a sport video player API wrapper for NHK. They used this wrapper to interact with Deltatre video player API Diva Everywhere, during Rio 2016 Olympic Games, in order to build, on smart tv screens, the Olympic Games score UI (NHK Hybridcast).

After the Olympics Games ended, I worked on the uefa.com and the new fifa.com websites.

During the second phase in Dealtre I worked with their International Market Unit on the PyeongChang 2018 Winter Olympic and Paralympic Games projects. I was part of a team of 15 developers, some testers and UI/UX experts. After the Olympic Games ended I worked in pair with an expert frontend architect on the Deltatre NFL Game Pass (European American Football Portal) project.

Main activities:

- designing and implementing code alone using continuous feedback with the Olympic Director
- implementing code in team

Accomplishments:

- built the Hybridcast wrapper
- maintained and fixed several bugs and added new features on FIFA and UEFA websites
- designed and implemented a brand new React application that was the innovative part of the Olympic websites i.e., displayed the detail of atheletes games results. I also distributed it on

different customer websites via npm package, as a standalone widget
- developed a web analytics library, based on Akamai Analytics, using Typescript
- designed and implemented the mid-roll feature (video advertisement in the middle of a sport event) and insert it into Deltatre custom Angular Framework
- maintained and added new features to the NFL Game Pass website, written in Angular

Technologies used: Javascript, ReactJS, MobX, AngularJS, Angular, Typescript, ES6, JQuery, C#, ASP.NET Razor C#, CSS3, LESS, SASS, HTML5, Bootstrap, Grunt, Bower, Underscore.js, Handlebars.js, Promises, asynchronous programming, MomentJS, WebPack, Gulp, Git

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Frontend Developer

@ 3WLAB | Accenture | Italy, Rome | *(Jul 2015 - Mar 2016)*

Role:

My role was to develop a new TV STB (set-top box) graphical user interface for the Dutch broadcaster company Koninklijke KPN. The team was composed of 4 frontend developers and two testers.

Next I worked remotely with the Accenture Naples team to the TIMvision project. Next I worked alone as a frontend developer in a team of graphic designers. We worked on two internal Accenture projects: a coupons distributor and a monitoring portal.

Main activities:

code writing and continous feedback with my colleagues

Accomplishments:

- covered alone 2/3 of the FE Koninklijke KPN project
- fixed several bugs and improved code quality through refactoring on the TIMvision project
- implemented the magic remote controller feature (ability to move the on screen cursor by shifting the controller around, like the Wii Remote) on the TIMvision project
- built successfully the two internal Accenture project as the only developer

Technologies used: Javascript, Prototype, AngularJS, Angular material design, Grunt, Bower,HTML5, CSS3, Bootstrap, JQuery.

EDUCATION

Computer Engineering Bachelor

@ Politecnico di Torino | *(2009 - 2014)*

LANGUAGES

Italian: Native
English: B2