Stefano Lampis

B.A. in Computer Science

Personal Information

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Profile

I graduated in Computer Science from the Department of Applied Mathematics of University of Padua. During university years I began my journey in software development and system engineering.
During this period I gained some confidence with software development and started working on some projects, individually and in small teams.

In 2008 I joined the R&D department of an engineering company. This gave me the opportunity to work on bigger projects, where the typical development time was between 9 and 36 months. Each project was different, having its own peculiarities and challenges. These experience had a significant impact on my professional life: it allowed me to work in larger teams, to interact with different departments and to hold responsibilities for the success or failure of a project.

During the years I have gained experience in the field of web applications, systems integration and micro-services. Lately I have been interested in real world web applications problems like scalability, big data management, context isolation and containerised runtime environments.

Current Position

SOFTWARE ENGINEER, FLORENCE, 2006 - PRESENT

My freelance activity starts back in 2006. Since then I've had the opportunity to work on one-man projects and on bigger projects with 4-10 people involved.
Even if I am formally a freelance, I usually work with a small team consisting of a frontend engineer, a project manager and an operation manager.
The typical project is a web application, requiring an API only backend accessible in the cloud, mostly for the B2B world. The primary intent of these applications is to improve the customer's company workflow with a tool automating a process or part of it, to integrate with third-party services or to facilitate the migration towards new systems.

Main responsibilities:
‣ Help customer distinguish real needs from ephemeral ones, suggesting improvements and to drop features that may not produce a great value.
‣ Estimate project timings and costs and produce a formal quotation document.
‣ Implement, test and release the software matching original requirements.

Past Positions

SOFTWARE ENGINEER, CODERS51 SRL ALTEDO (BO), OCTOBER 2016 - DECEMBER 2019

After half year in Coders51 I switched role from scrum master to software engineer, because of the raising need of API development in Ruby on Rails and Elixir projects.

Main responsibilities:
‣ Report to the product owner or project manager.
‣ Capture customer requirements/help the customer to identify his needs and transform them to technical specifications.
‣ Estimate timings and costs, produce quotations.
‣ Implement, test and release the software matching original requirements.

SCRUM MASTER, CODERS51 SRL ALTEDO (BO), JANUARY 2016 - SEPTEMBER 2016

Scrum master in Coders51, a small and agile company specialised in the development of web and mobile applications. I've joined Coders51 with the intent to bring some project and team management know-how within the company.

Main responsibilities:
- Coordinate the daily startup.
- Sprints planning.
- Shielding team from interruptions.
- Removing obstacles that affect the team.
- Setting up retrospectives.
- Helping the product owner to understand his needs.
- Produce a sprint report at the end of each sprint.
- Maintaining the sprint management software.

SOFTWARE & FIRMWARE TEAM LEADER, SI14 SPA PADOVA, APRIL 2015 - DECEMBER 2015

In April 2015 I was promoted to team leader of the Software & Firmware R&D department.

Main responsibilities:
- Coordinating the software & firmware team.
- Helping the team to solve technical problems.
- Allocate the team on current projects according to availability, releases and priorities.
- Ensure that the team reports on a daily basis what they have been doing and for how long.
- Ensuring quality of the released code by performing code review and spreading TDD/BDD techniques.
- Training of interns and new members of the team.
- Helping the commercial team to write offers, producing technical estimates.
- Helping the IT manager to understand company needs for the deploy of web applications and internal services.
- Setting up meetings with the Hardware Team Leader and Mechanical Team Leader whenever their teams were involved in the project.
- Keeping company's technical know-how organised and accessible.
- Reporting to the R&D manager.

SENIOR R&D SOFTWARE ENGINEER, SI14 SPA PADOVA, JUNE 2013 - APRIL 2015

Si14 is the continuation of the M31 experience: on June 1st 2013 Si14 acquired the entire M31 R&D Department.

Main responsibilities:
- Design, development and testing of web applications and web services for the cloud and for embedded devices.
- Project manager for the DIGITAL DIRECTOR project: DIGITAL DIRECTOR is a Manfrotto product (https://www.man-frotto.com/global/digital-director-frame-for-ipad-air-mvddfa/) which allows to control a Canon or Nikon digital camera (DSLR) using an iPad. During the 2 years of development I've been responsible for:
    - doing first researches and feasibility analysis;
    - coordinating the whole development process, including the hardware design and the implementation of the prototypes;
    - leading the team responsible of the development of the iOS App;
    - coordinating with the Manfrotto's mechanical team and product manager;
    - supervising the MFi certification process;
    - interacting with MFi manufacturers and certified laboratories;
    - handing over of the project to an other project manager at the moment of mass production.
- Project manager of small and mid-size projects. For instance I led was the development of a waterproof GPS tracker for children, to track them in case they get lost at the beach.
- Research for the design and development of *wearable devices* (smart glasses and smart watches).
- Research for the design of Apple certified iPad/iPhone accessories within the MFi program.

CTO, IVONMUSIC PADOVA, SEPTEMBER 2011 - MAY 2013

IvonMusic was a social network for people who love music. Users can listen to their favourite tunes, share them, and interact together. The project involved 7-10 people motivated by their strong passion.

At the early stage I designed and implemented the main functionalities like the AJAX-based navigation, the music uploader, the streaming system and real-time interaction mechanisms, like the *Take Control* which allowed people to chat and listen to the same song at the same time.
In the end I managed the resources and the IT infrastructure, and supervised the development process.
This experience gave me the chance to lead a project, to organize other people's work, to make strategical and technical decisions.

R&D SOFTWARE ENGINEER, M31 ITALIA SRL PADOVA, DECEMBER 2008 - JUNE 2013

‣ Design, development and testing of SCADA systems in Ruby, Ruby on Rails, Python, QT.
‣ Design, development and testing of cloud based applications and REST web services.
‣ Data integration/synchronisation within heterogeneous systems.
‣ Software development for home automation systems.
‣ Development and refactor of the Eye Knowledge Network, a social network for ophthalmologists (www.eyeknowledge.net).
‣ Development of a bug-tracking module for an insoshi-based community.

WEB DEVELOPER, DIGINESS S.R.L. PADOVA, FEBRUARY 2008 - DECEMBER 2008

‣ Migration and optimisation of the ScuolaZoo community with the SocialEngine platform (www.scuolazoo.com).
‣ Development of BartenderSpace, a community in Ruby on Rails, for P.B.S. Academy & Showbar.
‣ Various collaborations for the development of web sites in Ruby on Rails, PHP, Wordpress.

Certifications

CERTIFIED INFORMATION ENGINEER FLORENCE, 2019

In 2019 I became a certified information engineer and joined the "Association of Engineers" of Florence.

Education

MASTER'S DEGREE IN COMPUTER SCIENCE PADOVA, 2011 - INCOMPLETE DEGREE

University of Padova, Department of Applied Mathematics.

BACHELOR'S DEGREE IN COMPUTER SCIENCE PADOVA, 2004-2010

University of Padova, Department of Applied Mathematics.

HIGH SCHOOL ALGHERO, 2002

Linguistic high school at Liceo Classico G. Manno, Alghero (SS).

Skills

PROGRAMMING LANGUAGES

Ruby, Javascript, Elixir, PHP, Java, C++, Python.

MARKUP AND DOCUMENTATION LANGUAGES

HTML, XML/XSL, CSS, LaTeX, Asciidoc, OpenAPI.

DATABASES

MySQL, Postgres, MongoDB, Elasticsearch, Redis.

METHODOLOGIES AND TECHNOLOGIES

Cloud Computing, REST Web services API, SOAP Web services, Docker, Virtualisation technologies, AWS, MQTT, Agile development, Behaviour-driven design, Object oriented programming, functional programming.

FRAMEWORKS AND LIBRARIES

Ruby on Rails, Sinatra, Elixir, Phoenix, JQuery, Social media public APIs.

OPERATING SYSTEMS

- GNU/Linux : advanced, distribution independent knowledge
- Mac OS X - advanced
- *BSD - experimented

Languages

- Italian - mother tongue
- English - very good
- French - good
- German - poor

Hobbies and Interests

COMPUTER SCIENCE

New technologies, operating systems, open source, programming languages and frameworks evolution. Lately I have been interested in Cloud Computing, in Software as a Service platforms, in scalability and big data.

MUSIC

Music takes a very big part in my life. I can play guitar, bass, ukulele, piano, and I have some experience with home recording softwares and equipments. I keep it as a hobby though, most of the time it's just me and my friends composing original and elaborated songs to make fun of someone else.

MOVIES

I'm passionate with modern TV series, like Prison Break, 24, Lost, Dexter, Breaking Bad, Game of Thrones.

DRIVING LICENSE
Driving License type "B". I own a car.