



Giovanni Ravalico

Software Engineer

I am a Software Developer, a geek and, more generally, a problem solver. I am also a young father of two and a devoted husband. My transition from the social sciences to software engineering has enhanced my innate curiosity, my pragmatic approach, and desire to find new ways to solve old problems. I'm looking to work in an environment where I can continuously grow as a developer, where experimentation is encouraged, and where I can tackle the hardest problems.

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WORK EXPERIENCE

Software Developer Bettermarks GmbH

04/2021 - 10/2021

Berlin, Germany

Bettermarks is a software company that has developed an adaptive learning platform for highly interactive math books to be used in schools, enabling students to learn from their mistakes through AHA moments.

The 30 thousand feet view of the systems architecture is of an event-driven modular monolithic Python backend, currently migrating to an event-driven microservices architecture. Content Developers author the content in the internal DSL, this is then compiled by the Compiler/Generator that outputs an intermediary XML representation. The students can explore the interactive content and solve exercises with the Exercise App, a SPA web app that sources the appropriate XLM content, parses, renders, execute, validates while emitting the proper events to the backend. I was the code owner of the Exercise App.

- Pragmatically tackle the technical debt while working within legacy systems.
- Tackle the constant influx of bugs.
- Maintain and improve code quality.
- I assist with the translation of the ActionScript Generator unit tests to Kotlin.
- Pushed for a clear Big Picture view of the systems that make up Bettermarks => settled for ARC42 approach and contributed to documentation.
- Drive the conversation on the necessity and benefits of the Domain-Driven-Design (DDD) approach in light of the new architectural non-functional requirements. => Obtain budget and time for a series of DDD workshops to understand the "Problem Space" better and identify an appropriate "Solution Space".
- Drove the discussion around a formalization of a Technical Roadmap => identifying the "Problem Space" and proposed a matching "Solution Space".
- Pushed for a better runtime error tracking/management solution => commit to integrating Sentry as a solution.
- Refactor issue tracking system (Jira) from a "big ball of mud" to a multi-project-centric approach.
- Introduced and implemented **Dual-Track Agile** as a process (discovery track -> delivery track) => previously, there was no distinction.

Contact: York Zalander (CTO) - york.xylander@bettermarks.com

TECHNICAL SKILLS

Programming Languages:

TypeScript, Flow, JavaScript, Scala (beginner), Kotlin (beginner), SQL.

Methodologies:

Agile, Kanban, Domain-driven design (DDD), Cross-functional teams, Continuous Delivery (CD), Continuous Integration (CI), Test-driven development (TDD), Pair programming, Timeboxing, Refactoring.

Concepts:

Functional programming (FP), Object-oriented programming (OOP), Clean Code Principles.

Front-end:

Semantic HTML, Canvas, CSS (SCSS, CSS-in-JS), React, React Native, Redux, XState, Apollo, Storybook, Polymer, Backbone, Gatsby.

Back-end:

Node, Deno

Libraries:

Jest, Cypress, fp-ts, effect-ts, Lodash, Ramda, RxJS, XState, JQuery, Socket.io.

Databases:

PostgreSQL, MongoDB, Waterline, Redis, Firebase Realtime.

APIs:

GraphQL, RESTful.

Tools:

Git, Docker, CircleCI, GitHub Actions.

WORK EXPERIENCE

Senior Front-end Engineer

ToolTime GmbH [↗](#)

09/2019 - 02/2020

Berlin, Germany

ToolTime is a B2B SAAS that helps craftsmen to tackle all administrative tasks of their business digitally.

Achievements/Tasks

- Design, build, scale, and maintain ToolTime's software solutions.
- Help to shape the technical areas of the product.
- Work closely with product managers, product designers, front-end, and backend engineers.
- Help to grow and develop the front-end team, playing a role in hiring new team members.
- Foster a culture of continuous delivery, pair programming, and test-driven development.
- Solving challenging problems in the areas of communication & chat, scheduling & disposition, routing & navigation, order management, and documentation.
- Tech: [TypeScript, React and React Native, CSS-in-JS, GraphQL, Redux, RxJs, Apollo, Jest, Cypress].

Contact: Slawomir Smiechura (VP of Engineering) - slawomir.smiechura@tooltime.de

React Native Developer

Appico GmbH [↗](#)

01/2019 - 02/2019

Hamburg, Germany

Digital Product Design Studio

Achievements/Tasks

- Enable a new service offering to our customers by researching and studying mobile app development with React Native.
- Organize the knowledge transfer to the rest of the team. Build several in house prototypes to illustrate commonalities and differences with regular web development.
- Reduce the time needed to go from idea to prototype by developing a boilerplate project setup based on best practices and company requirements.
- Tech: [TypeScript, React Native, Redux, Storybook, Apollo, GraphQL, styled-components, Lottie, Jest].

Full Stack Web Developer

Appico GmbH [↗](#)

01/2018 - 12/2018

Hamburg, Germany

Digital Product Design Studio

Achievements/Tasks

- Design, build and maintain the MVP for Carie™, a telemedicine platform for the US market. Carie™ enables doctors to interact with patients and other doctors remotely by scheduling appointments and allowing messaging, video consultation, online medication prescriptions, and file sharing.
- I lead the front-end team by informing good software design and architecture decisions; by managing the project tasks and issues; by delegating the load to the most effective developer.
- I reduced the number of bug reports by enabling the adoption of a strongly-typed superset of JavaScript. I tutored my teammates in the process of learning Flow with pair-programming and code reviews.
- I enabled a resilient user experience by building a Progressive Single Page App (PWA) with React, Redux, and Apollo.
- I streamlined the design to code the implementation process by fostering a "component-driven development" approach. To achieve so, I coached both designers and my peers.
- Tech: [TypeScript, Flow, React, SCSS, Redux, Storybook, Apollo, GraphQL, styled-components, Jest, Twilio, AWS IoT, Serverless, Node, AWS Lambda, Docker].

Contact: Arvid Gerstmann (CTO) - arvid.gerstmann@appico.com

EDUCATION

Full Stack Web Development

SPICED Academy [↗](#)

06/2017 - 09/2017

Berlin, Germany

Coding Bootcamp (Full Stack Web Development)

- Work with responsive design using HTML, CSS, and JavaScript.
- Create exciting, interactive web apps and animations using native browser APIs as well as the jQuery library.
- Build server-side JavaScript applications using Node.js and learned to use third-party APIs to create exciting dynamic web pages.
- Create powerful single-page web applications with front-end frameworks such as React and Backbone.
- Tech: [Semantic HTML, CSS, JavaScript, Node, SQL, PostgreSQL, React, Redux, Express, Backbone, WebSockets].

Disciplined Entrepreneurship Innovation Factory

04/2015 - 05/2015

AREA Science Park, Italy

Business Bootcamp (Disciplined Entrepreneurship)

- Learned how to transform innovative business ideas into real products and services.
- Applied innovation-driven entrepreneurship process to develop a B2B startup in the real estate industry.

History

Università degli studi di Trieste

2011

Trieste, Italy

Courses

- Completed 90% of required credits toward Bachelor of Arts in Modern History

LANGUAGES

English

Full Professional Proficiency

Italian

Full Professional Proficiency

INTERESTS

I am an avid technical reader. I enjoy reading about software patterns, design, and architecture.

I'm language-curious; my gaze is set on the functional side of the language spectrum with the end goal of, one day, picking up Haskell.

I find making stuff fulfilling, be it in the workshop, the kitchen, or the garden.