

Lorenzo Greco

Professional mobile designer and engineer

{;} Education & jobs

"If you think education is expensive, try ignorance."

- Derek Bok -

Work Experience

- **May 2019 - Present**
Head of mobile
Nova Futur Ltd, London (United Kingdom)
<https://www.novafutur.com/>
- **March 2020 - Present**
Head of mobile
Alpian SA, Geneva (Switzerland)
<https://www.alpian.com/>
- **May 2017 - September 2019**
Senior mobile engineer
Creatubbles PTE Ltd (Remote)
<https://www.creatubbles.com>
- **August 2016 - October 2017**
Mobile consultant
Vidyasoft S.r.L., Lecce (Italy)
<http://www.vidyasoft.it>
- **April 2014 - May 2017**
Mobile developer
Leto - Digital innovation agency, London (United Kingdom)
<http://www.weareletto.com>
- **Nov 2013 - Mar 2014**
Software engineer
University of Salento (AVR Lab), Lecce (Italy)
<http://www.avr.unisalento.it>

Education

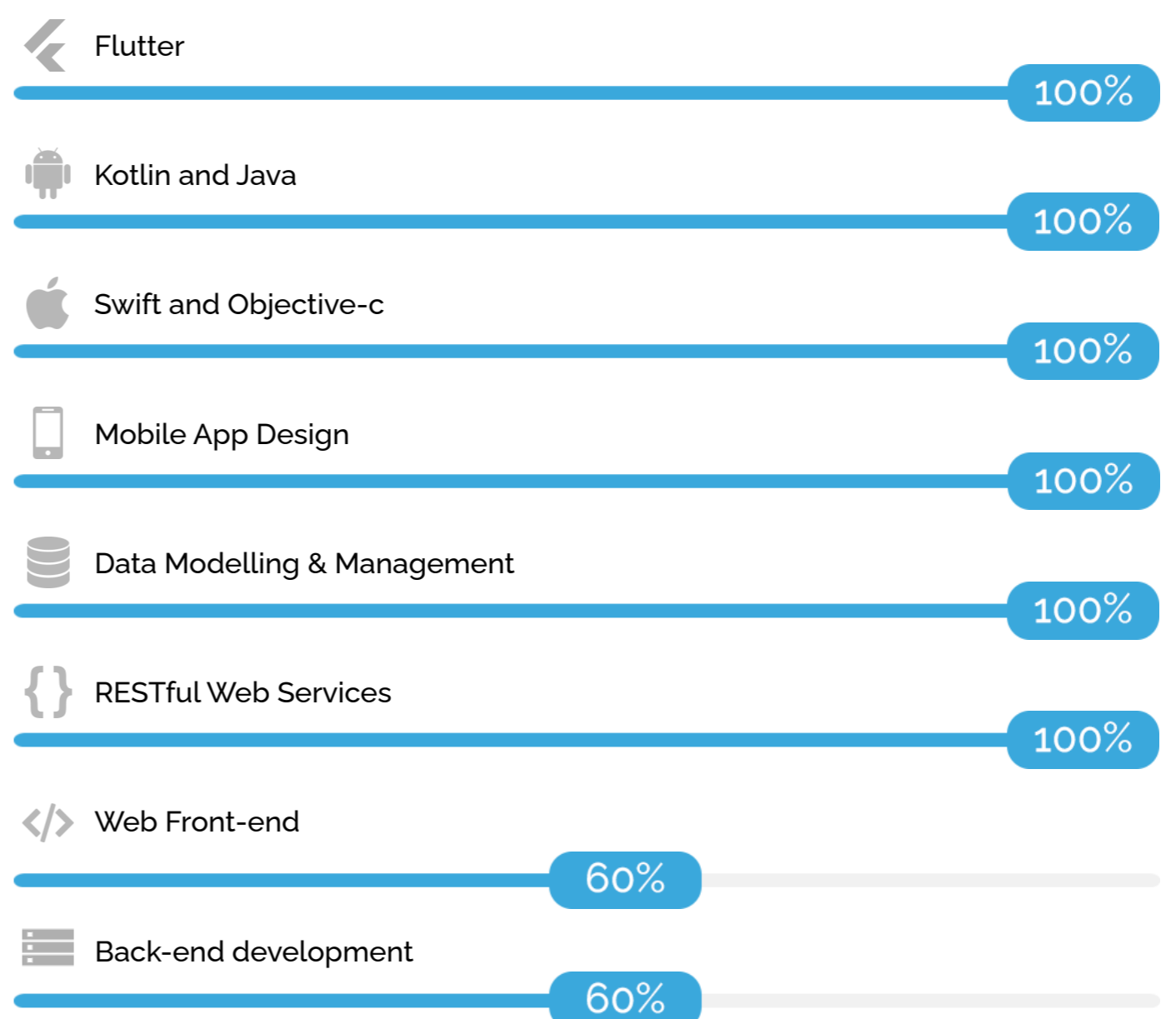
- **Oct 2011 - Jan 2014**
Summa cum laude Master of Engineering (MEng) in Computer Science
University of Salento, Lecce (Italy)
- **Mar 2013 - Jun 2013**
Master of Science project (1st Class Honours)
University of Hertfordshire, AL10 9AB Hatfield, (United Kingdom)
- **Oct 2008 - Oct 2011**
Bachelor of Engineering (BEng) in Computer Science (109/110)
University of Salento, Lecce (Italy)
- **Sep 2003 - Jul 2008**
High School diploma (1st Class Honours)
Liceo Scientifico "A. Vallone", Galatina, Lecce (Italy)



- 📍 London, UK
- ★ 15 January 1990
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- ✉ lorenzo.gr90@gmail.com
- ☎ +447752484740
- 🐙 loregr

Professional and licensed software engineer with a background in computer science and passion for mobile technology. Experienced designer, trainer and team lead with focus on best practises and excellence.

Skills & abilities



My Specialities

Mobile development
Great, modern iOS and Android apps.



Graphic design
Cool design, the key for cool products.



Languages


Italian
Native





English
Professional level



Hobbies & interests


Programming

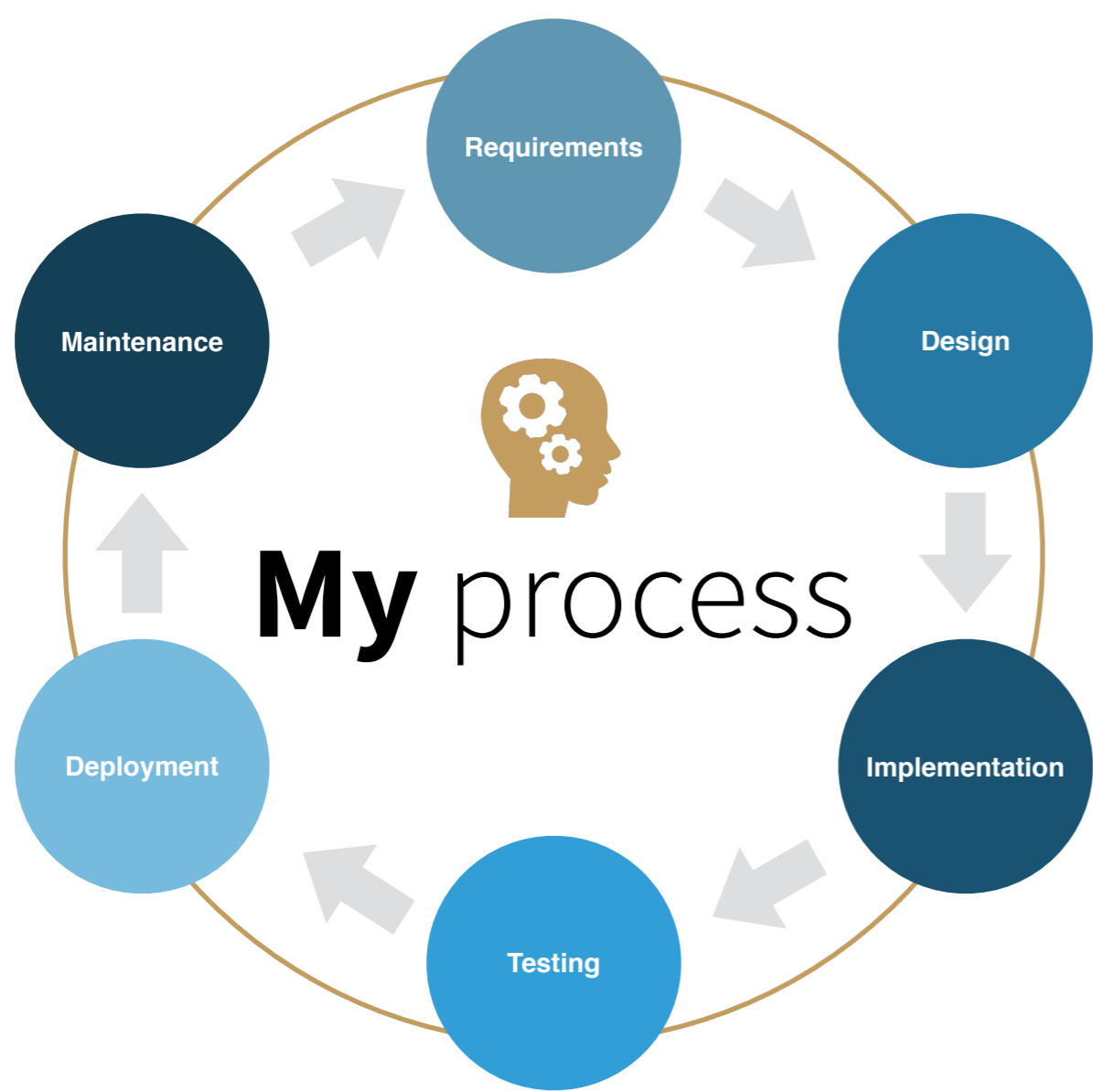

Movies
and TV Shows


Music


Gym


Travel

My tools



My process

IDE

Android Studio, Xcode, WebStorm

Git Repository Hosting Service

GitHub, Bitbucket, GitLab

Project Management

Trello, ZenHub, Jira

Analytics

Firebase, G. Analytics, Fabric, MixPanel, Splunk MINT

UI Design and Prototyping

Sketch, Photoshop, Illustrator, Keynote

UML Diagramming

Microsoft Visio, OmniGraffle

Team Communication

Slack, Skype, Google meet, Zoom

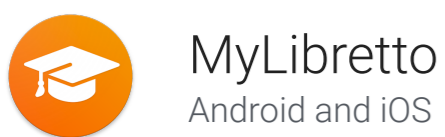
RDBMS

MySQL, SQLite, PostgreSQL, Realm

CI/CD

Circle CI, Travis CI, Codemagic, GitHub actions

Personal projects



MyLibretto
Android and iOS



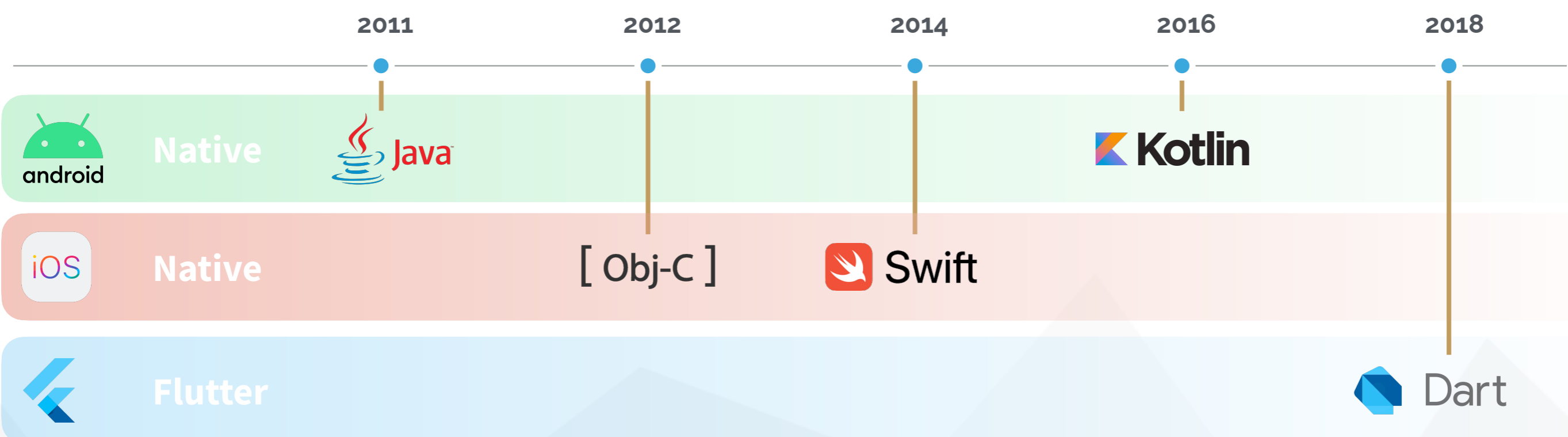
Lettore Fattura Elettronica
Android and iOS



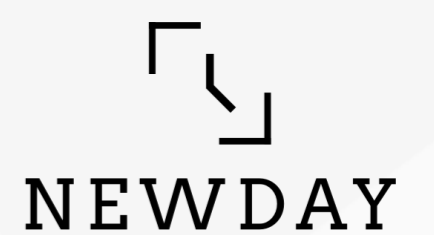
Carta d'identità e Codice fiscale
Android

Mobile experience

My first approach to mobile development was in 2011 when I built my first Android app in Java. I got so passionate about the mobile world that few months later I developed my first iOS app in Obj-C. Since then, I always wanted to stay updated with the cutting edge technologies, so I studied Swift (2014) and Kotlin (2016). In 2018 I decided to put my focus on Flutter and started to develop apps in Dart, while always keeping an eye to the native mobile development world.



Some clients



Check out my **portfolio** on <https://lorenzogreco.com>

{; } Work Experience

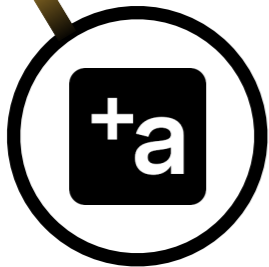
in details...



May 2019 - Present

Head of mobile

Nova Futur Ltd, London (United Kingdom)
<https://www.novafutur.com/>



March 2020 - Present

Alpi SA, Geneva (Switzerland)
<https://www.alpi.com/>

- Development of tools (i.e. Slack bots) used by the company in order to deal with HR related duties
- Working on a Kotlin app for a POS machine based on Android
- Development of mobile apps
- Working with Flutter
- Synchronisation with the design team to always find a good trade off between UI/UX for mobile devices and implementation complexity
- Decision maker for everything related to the mobile projects (architecture, CI/CD flows, tools, etc..)
- Writing great, tested (including UI tests) and documented code
- Introduction to new members of the team to the company processes and tools
- Training and managing the new hires to ensure they operate at the highest standards



May 2017 - September 2019

Senior mobile engineer

Creatubbles PTE (Remote)
<https://www.creatubbles.com/>

- Development and maintenance of mobile projects, in particular the core and the partner apps of the company
- Worked remotely with a team distributed around the world
- Worked with both the Android and iOS teams, then switched permanently to the iOS one.
- Actively participating in architecture discussions and PR reviews
- Worked on legacy code and refactored many components to keep them updated with the cutting edge technologies
- Worked on the first Flutter project for the company
- Implemented custom CI/CD flows to fit the company needs
- Implemented all the components and the business logic to run UI tests without hitting the real server and avoiding flakiness
- Writing great, tested (including UI tests) and documented code



August 2016 - October 2017

Mobile consultant

Vidyasoft S.r.l., Lecce (Italy)
<http://www.vidyasoft.it>

- Development of the UI/UX components for Android and iOS native apps
- Bug fixing on previously developed projects in Obj-c and Java
- Tutoring the main developers of the company to best practices
- Synchronisation with the design team to always find a good trade off between UI/UX for mobile devices and implementation complexity



April 2014 - May 2017

Mobile developer

LETO (United Kingdom)
<http://www.weareletto.com>

- Development of native Android and iOS apps
- Bug fixing and maintenance of previously developed apps for different clients
- Synchronisation with the design team to always find a good trade off between UI/UX for mobile devices and implementation complexity