

# Fabio Cionini

**Tech Lead, CTO, Senior Software Developer**

Based in Italy

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## Highlights

I have 20 years of experience in software design and development and 12 years in team leading and management. My skills cover a broad range of programming languages, platforms and frameworks.

I am very confident in designing complex systems and developing software for web applications, backends, CMSs, APIs, mobile.

I am proficient in all project phases (brainstorming, wireframing, choice of technologies, system architecture and data model design, UX strategies, development, testing, deploy), team leading, mentoring and project ownership/management.

- In 2007 I founded the award-winning Italian interaction design studio TODO, where I worked as CTO, Head of R&D and Senior Software Designer and Developer. Besides being personally involved in development, I managed development teams which included junior developers and UX/UI/content designers.
- In 2015 I joined Engage Works Ltd, London, as Head of Development. I further developed my Technical Leader attitude by having a key role in big projects managing international teams.
- At the end of 2016 I became a freelance Senior Developer / Tech Lead / CTO, working for several international clients in UK, Sweden and Italy as a consultant.
- In 2019 and 2020 I was employed at Changan European Design Center in Rivoli (TO) as Tech Lead and Head of Software Prototyping. My tasks here were to manage the development team to design and develop software and hardware solutions for UX, UI, HMI research and development.
- In October 2020 I founded Seetalabs, a startup researching and selling AI products and services. I currently have a Senior Tech Lead and Full Stack Developer role there.
- In 2021 I worked at Etiqa working with high profile US clients in health sector as software development team manager, recruiter and system architect.
- I am currently employed full-time as a Lead Full Stack Developer at Planhat, leading European Customer Success company based in Stockholm.

I love challenging myself and being involved in new projects and explore uncharted territories, open to learn new languages and environments. I think my mindset and attitude toward making things work and always find the best solutions are among my defining characteristics.

## Main skills and competences

- ▶ Main fields: web applications, mobile (native/hybrid), IoT, AI
  
- ▶ As Tech Lead , CTO, Head of R&D, Head of Development
  - ▶ Technology research, effort estimates, resource assignment and management
  - ▶ Agile development (Scrum, Kanban, Nexus)
  - ▶ Team building, recruiting of freelances, interviewing, mentoring
  - ▶ Full responsibility for the development of key projects under pressing deadlines and tight budgets
  - ▶ Design of system architectures and specifications
  - ▶ Project documentation, reports to clients and directors
  
- ▶ As Senior Developer
  - ▶ Full-stack web development: Javascript, TypeScript, Vue.js, Angular, Ionic, Node.js; PHP, Laravel; Python, Django, FastAPI; HTML5, CSS3.
  - ▶ Microservices design and implementation (REST , lambda).
  - ▶ Cloud systems design and configuration (AWS, GCP)
  - ▶ Event-driven systems (Kafka, RabbitMQ).
  - ▶ IoT devices programming and system design (Arduino, Raspberry Pi, sensors, actuators, custom boards design); MQTT brokers.
  - ▶ Databases: MySQL, MongoDB / Mongoose, SQLite, Redis.
  - ▶ Continuous delivery systems (Jenkins), CI/CD pipelines (GitHub).
  - ▶ Server configuration and administration: Linux (Ubuntu/Debian).
  - ▶ Mobile application development: iOS (Objective-C, Swift); cross-platform development (Ionic, Cordova, Capacitor); Android, Tizen.
  - ▶ Real-time, generative graphics and interactive environments: OpenFrameworks (C++), Processing (Java); computer vision, object tracking (OpenCV, Kinect).
  - ▶ Desktop application development: macOS (Objective-C/Cocoa).
  - ▶ UX/UI design and web/print graphics design (Figma, Sketch, Photoshop, Illustrator).
  - ▶ Generative AI, machine learning and deep learning assisted software engineering (Python).
  - ▶ Software design patterns and best practices.

## Employment history and main projects

### 2022 - present

Co-founder (in October 2020), Lead Software Architect and Development Team Manager in SeetaLabs, an AI startup that provides Artificial Intelligence services to industries and research facilities such as CERN, Tamini Energy Transformers, Feralpi Group, Israel Electric Company.

<https://seetalabs.com>

Senior Software Developer at Planhat (Stockholm, Sweden), a leading Customer Success SaaS platform with hundreds of international enterprise clients. Working on development and design of new features, refactoring of the codebase, both frontend and backend.

<https://planhat.com>

### 2021

Senior Tech Lead at Etiqa srl (Turin). I led two international teams (Italy and US based) working on high profile online insurance products for our US-based client.

My job was to coordinate team activities, hire key profiles, training new resources, gathering technical and business requirements to design new products and roadmaps, defining development best practices and workflow, ensuring quality of delivery and respecting deadlines.

<https://etiqa.it>

CTO and Lead Full-Stack Developer for PiattaformaPA, a B2B SaaS for companies that want to participate in public tenders: aggregation from 30+ portals, contracts management, statistics, collaborative work features.

<https://piattaformapa.com>

### 2019 - 2020

Full-time employee at Changan Europa Designing Center, Rivoli (TO).

In Changan I worked on several software prototypes involving web applications (Angular, Ionic, Node.js, Three.js, GSAP), interfacing with automotive real-time systems (OBD-2 and CAN bus), mobile and native applications (C++, Ionic/Cordova) together with participating on UX design discussions, design decisions and project specifications.

I also developed a real-time socket-based state management server system for interconnecting and orchestrating different software platforms and embedded hardware devices in cockpit interactive prototypes.

I worked in an Agile team with UX and UI designers, engineers, designers and marketing specialists.

## 2016 - 2018

CTO at Ledworks srl, creators of Twinkly smart decorations ([twinkly.com](http://twinkly.com)). I managed development teams, directing research and development, dealing with product owner requests, working on the full software stack: native mobile applications, IoT services, server applications and system architecture.

Freelance contractor for international clients as a Senior Software Architect, Tech Lead and Developer.

Key projects:

*Paratissima Art Gallery*, online art marketplace for the 4th Italian art fair in terms of visitors.

<https://artgallery.paratissima.it>

*PassBot*: The first Messenger chat bot for restaurants, pubs and beach resorts in Italy.

<http://www.orderconcept.com>

*Enterspace Pod Control GUI*: Visual web-based control system to manage VR experience areas.

<https://www.enterspacevr.com>

*MyVirtuoso Home*: Mobile app for IoT home automation system

<http://www.myvirtuosohome.com/en/>

## 2015 - 2016

In 2015 I joined Engage Works Ltd., based in London, to work as Head of Development . My tasks are Technical Lead on key projects, lead the development department as a whole, consult on new work, develop the skills of internal staff and vet freelance staff.

I worked on web-based (back-end and front-end) and native interactive applications (mostly Windows WPF touch-based), designing system architectures and API specifications, leading internal developers, designers and freelancers, having full responsibility for software release on schedule, choosing technologies, dealing with clients requests.

Engage Works provides interactive digital solutions to clients such as EY, KPMG, Accenture, Dubai Prime Minister Office, Sky, Jaguar, SAP.

Working at Engage significantly improved my leadership skills, enabling me to drive international teams of developers and designers on complex projects and tight deadlines.

Key projects:

*Edge of Government exhibition project for the Dubai Prime Minister Office*

I led the software development team for all interactive exhibit installations and a responsive website.

<https://edge.worldgovernmentsummit.org/2016/>

*Sky Academy*, an educational TV studio where students can learn how to make TV. Responsible for deployment of two studios (Milan, Italy and Osterley, UK) and software development.

<http://www.skyacademy.it/sky-academy-studios/>

## 2007 - 2015

In 2007 I founded TODO together with three partners, and worked there as CTO, head of R&D, software developer and designer, creative technologist. TODO main activities are on interaction design projects for exhibitions, big events, museums and mobile software development.

Working there, I had full responsibility for the software development of the projects I took part in, choosing the right technologies, coordinating teams of developers and designers, developing key software parts of most projects, designing APIs, software and hardware specifications, dealing with clients and contractors. Among the key projects which I took part as Creative Technologist, Software Designer, Developer and/or Team Manager, are:

#### *ENEL Pavilion for Expo 2015*

We designed and developed several areas of ENEL (the main electric company in Italy) pavilion for Expo 2015 in Milan providing contents, graphic design, software and hardware electronics development.

#### *Museo Egizio 2015 Campaign*

Campaign for the new, restored Turin Egyptian Museum based on interactive installations for which I designed and developed frontend and backend software.

#### *Doha Film Institute mobile application*

iOS and Android native mobile application to promote the activity of the Qatari film institute and the Doha Tribeca Film Festival. Design and development of the REST-based back-end API architecture, CMS and database structure, also managing the contractors who developed the mobile applications.

#### *NIKE Hyperfuse*

Interactive installation in public space featuring real time music generation using computer vision software (body recognition) and big facade projections.

#### *Chinagram*

The app, based on a book published by Vallardi Editore, was designed and developed internally.

I was the main Objective-C developer, also contributing UI/UX decisions and managing junior developers.

## **2004 - 2007**

Full-time contractor for Atos Origin as a web developer for Fiat Auto. I was part of a 40+ development team, working mainly with PHP and Oracle databases on a mission-critical web application used by Fiat retailers all over Europe.

Employed at Lonely Planet Italy as senior web developer and web designer: I was responsible for corporate web site redesign and development, internal web applications, database architecture and optimizations, coordination of junior developers.

## **Education**

I have a Science high school graduation (Liceo Scientifico).

From 1994 to 2000, I pursued a degree in Communication Studies at the Università degli Studi di Torino and completed all coursework except for the final thesis.

## **Languages**

In addition to Italian, my native language, I am fully proficient in both written and spoken English.

While working in London within an English-speaking team, I significantly improved my English proficiency in both speech and writing.

I also have basic understanding of written and spoken French.