

Matteo Lobello

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Work Experience

Wander

Software Engineer – (2022 - Present)

Wander is a startup that aims to build a network of smart homes across the globe you can access with the tap of a button.

GSNET

Lead Developer – (2019 - 2022)

GSNET is a company based in Italy working on the innovation sector.

Maker Faire Rome 2020 – Digital Edition

Maker Faire is the largest convention for DIY enthusiasts.

I designed the architecture of the platform, developed the backend API endpoints and worked on the development of the web-app.

The website reached over than 600.000 views in 4 days, 40.000 users from all over the world and more than 300 contemporary live event streams.

Lemonn

Lemonn is a digital platform meant to easily create corporate events.

Worked as Full Stack Developer, following the MERN stack. The platform won the BEA (Best Event Awards) after the "Image Everything" event, in which several Disney executives launched the Disney+ service in Italy.

Teacher – Web Development Course

I built a course that started from the basics of the Web development to the creation of more complex Web applications.

IoT Train

I designed the architecture of the communication between all the components of a train to automate the spray of the herbicide.

I also wrote the computer vision algorithm, the logic that handles the inputs and the outputs of the modules and the dashboard that shows all the data generated by the train ride.

DEMAT

I was part of the team that worked on the dematerialization and digitalization of paper documents.

In particular, I worked on a smart scanner called DocHub that could process scanned documents:

- Apply the OCR algorithm to extract the text of the document
- Get the summary of the document using AI (BERT)

- Handle the communication with the smart glasses and "warp crop" the input images
- Send the outputs to a cloud server

Ostium App

I implemented the panel recognition algorithm in the official app of the archaeological park of Ostia Antica.

Vibes

Founder, Lead Developer – (2016 - Present)

[Vibes](#) is a platform which allows you to share the songs you love with the world.

I worked on creating the team and building both the APIs and the Android app completely from scratch.

Inkstinct

Android Developer – (2020 feb - 2020 sept)

[Inkstinct](#) is one of the largest tattoo community platform in the world.

I built the Android app from scratch.

AnyPark

Lead Android Developer – (2016 - 2018)

[AnyPark](#) is an app that can find available parking spaces.

I led the development of the Android app.

Hazy Team

Founder, Developer – (2014 - 2016)

Hazy is a custom firmware based on the Android Open Source Project.

The main goals were related on implementing new features, bring our own design system to Android and optimize performance and stability of the firmware.

Lumine

Android Developer – (2018)

[Lumine](#) is a note-taking app focused on design and UX.

Mapapers

Android Developer – (2018)

[Mapapers](#) is an Android app that lets you create wallpapers from a map, choosing different styles.

Borders

Android Developer – (2018)

[Borders](#) is a simple app that lets you add minimal and colorful frames to your photos.

Palazzo Venezia Museum

Android Developer – (2017)

I built the [Android app](#) used by the Palazzo Venezia Museum that works as a guide for tourists from all over the world.

MaterialWallsHD

Android Developer – (2015)

[MaterialWallsHD](#) is a community-based Android wallpaper app.

QuickPhoto

Android Developer – (2017)

[QuickPhoto](#) is a small Android utility-app that lets you create home screen shortcuts to user-specified photos.

LapseFace

Android Developer – (2015)

[LapseFace](#) is an Android Wear Watchface with animated time-lapse backgrounds.

Paper Launcher

Android Developer – (2017)

[Paper Launcher](#) is an Open Source experimental Android app launcher.

Emoticon Picker

Android Developer – (2016)

[Emoticon Picker](#) is an Android app with a list of emoticons which works as an extended keyboard for your PC.

FreeDTouch

Android Developer – (2016)

[FreeDTouch](#) is an Android library which replicates iPhone's 3D Touch on Android.

Knowledge & Skills

Programming Languages, Markup

- JavaScript
- TypeScript
- Java
- Kotlin
- Python

- PHP
- HTML5
- CSS
- JSON
- BSON
- XML

Source Control

- Git
- GitHub
- BitBucket
- GitLab

Cloud & Edge Computing Platforms

- Heroku
- Fly.io
- Railway
- Netlify
- Vercel
- AWS
- CloudFlare
- Render
- Digital Ocean
- Supabase
- Firebase

Frameworks, Technologies, Protocols

- Node.js
 - Express
 - Fastify
 - React
 - React Native
 - Prisma
 - Ionic
 - Capacitor
 - Android
 - Tailwind
 - Bootstrap
 - Docker
 - Flask
 - REST
 - GraphQL
 - TRPC
 - Redis
 - MongoDB
 - Postgres
 - Socket.IO
 - Agora.IO
 - OpenCV
 - LitHTML
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Languages

Italian

Native speaker

English

C1 Level

Spanish

Basic

Education

Information Technology

ITC Vincenzo Arangio Ruiz (2014 - 2019)

Grade: 100/100 cum laude