

# Emmanuele Villa

 emmanuelevilla.com  
 emmanuele.villa89@gmail.com

## SUMMARY

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I am a seasoned Senior Technical Consultant with a focus on mobile and front-end web development. Proficient in architecture, team leadership, troubleshooting, and performance analysis and optimization, I lead teams of 15+ members, delivering high-quality solutions. Additionally, I contribute to proposal presentations by analyzing requirements and providing estimations. Committed to continuous personal and professional growth, I also engage in teaching activities, academic pursuits, and personal projects.

## DEV EXPERIENCE

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**Fincons Group** - Vimercate

**Jan 2015 - present**

**Senior Technical Consultant** (May 2023 - present)

- Supporting the analysis, architecture, development and CI/CD on different types of projects such as mobile, web, desktop and big screen apps
- Analyzing requirements and providing assumptions and estimations with different solutions for proposal presentations, creating a dynamic spreadsheet merging over 100 features distributed on 10 platforms
- Supporting the maintenance of the Swisscom's MyCloud application for android and the Swisscom Tv Box, reaching 200k users with a 99.98% crash free experience

**Technical Consultant** (May 2020 - May 2023)

- Led the development of the RTE (Ireland's National Television) mobile and CTV apps composed by a Kotlin Multiplatform core library (with flux/redux) and 3 native projects (iOS, Android and reactJS), sharing 30% of the codebase

**Senior developer** (May 2017 - May 2020)

- Oversaw the development of an application for Publitalia to manage advertisement sales in React Native, with typescript and flux/redux
- Directed the development of Eni's MyMulticard app in Xamarin, with Rx and ReactiveUI
- Supervised and worked on ElementumArt, an android native app for the Swisscom Tv Box, with RxJava, MVVM, LiveData and Room

**Developer** (Jan 2015 - May 2017)

- Developed various OTT applications with Xamarin Native such as the former Sky DE Go, Online and Sky Spain app.

**Mixel** - Lissone

**Sept 2012 - Jan 2015**

**Developer**

- Created various Android, iOS and Window Phone games with Unity3d as a one-man team
- Contributed to the Artificial Intelligence enemies for the porting of the Magnifico board game to Desktop and Tablet platforms, available on Steam

## TEACHING EXPERIENCE

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**U3 Carate Brianza** - Carate Brianza

**Sept 2024 - present**

- Conducting a course titled "Computers yesterday, today, tomorrow" narrating the history of Computers hardware, today's state and the future of Quantum
- Conducting a course titled "Nature and Artificial Intelligence," explaining the basics of AI and its inspiration from nature

**Sky Clouds Academy** - Online

**Jan 2023**

- Designed, developed and recorded a 5 hours video course on Git usage, mechanisms and best practices
- Designed, developed and recorded a 20 hours video course on Quantum computing

## PERSONAL PROJECTS

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- **WaterPeePoop:** An Android app made using Jetpack Compose and Room, designed to calculate your daily water needs and maintain a diary to track your intake and output.
- **Daily Kanji mobile&wear:** Android app for learning one kanji every day on mobile and WearOS, with in-app purchase.
- **Flappy AI:** A Flappy Bird clone featuring a challenging gameplay experience where you can compete against a genetic algorithm neural network coded from scratch in C# to achieve the highest score.
- **Kanji Trainer:** Tensorflow-powered Android app to train in writing Kanjis.
- **WitcherGL:** A C++ OpenGL project that mimics witcher senses using GLSL shaders at 60fps
- **Dungeon Maker VR:** A Dungeons&Dragons map editor and game with a Goal Oriented Action Planner AI for Oculus Quest 2 in Unity3d
- **Arrow:** A free metroidvania 2D platformer game in Unity3d, available on itch.io

## SKILLS

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- **Languages:** Kotlin, Swift, Typescript, C#, Python
- **Frameworks:** Kotlin multiplatform, Android native, iOS native, reactJS, react native, Xamarin, Unity3D
- **Design patterns:** Flux/Redux, MVI, MVVM, Dependency Injection
- **Paradigms:** Object Oriented programming, Reactive programming, Functional programming
- **CI/CD:** Gitlab yaml, Github actions, Automated testing, Firebase, AppCenter
- **Management:** Agile/Scrum, Writerside, Jira, Gitlab flow

## EDUCATION

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<b>Università degli Studi di Milano</b>	
<b>Bachelor's Degree in History</b>	<b>2025 - present</b>
<b>Master's Degree in Computer Science</b> - Specialization in Game Programming, 110/110 cum laude	<b>2021 - 2024</b>
<b>Bachelor's Degree in Computer science</b> - Specialization in Applied CS, 91/110	<b>2008 - 2012</b>

## CERTIFICATIONS

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• <b>Azure AI Engineer Associate:</b> AI solutions with Azure Services.	<b>2025</b>
• <b>Japanese Language Proficiency Test N5:</b> Basic Japanese reading and listening skills.	<b>2025</b>
• <b>IBM Quantum Challenge:</b> Hands-on quantum computing with Qiskit.	<b>2024</b>

## ADDITIONAL

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- **Publications:** Sequence "A262260" in the Online Enciclopedia of Integer Sequences
- **Languages:** Italian (Native), English (C1), Japanese (A2)
- **Hobbies:** Videogames, Ant Keeping, Dungeons&Dragons