Pablo Antonini Prota, Mobile Developer

Brazil, Salto - SP

Professional Summary

Mobile Developer, specialized in Android applications. Working in the tech industry for the last 1 year, working with Android, Kotlin, and Java. Experienced in XR development, building Apps for Lenovo A3. Enjoy designing scalable and clean code in a fast environment.

Work History

Android Developer
Since - feb, 2021, Present
Venturus

NFT Exchange
> Basically in this project I developed a mobile app that was able to take a picture and transform it into a NFT that could be able to commercialize it in any Ethereum marketplace.

- I was responsible for developing the server containing the api to contact the mobile app that i developed as well with a coworker.
- I didn't have any experience with NodeJs, Solidity , Smart-Contracts, and not too much in android development, so in a short time I could learn all these topics soon after I arrived at the current company.
- Within this project i used Kotlin, and Android features to develop for the mobile part, and to web server i had used NodeJs, to create and deploy the server, as well i used some libs to access the Ethereum blockchain Node, like Truffle and web3js, furthermore the solidity that is the language to build the smart contracts for ethereum.
- I Had one colaborator working with me on this project. We could develop it in a short time request by our sponsors, as well we didn't have a fixed requirement. The project was changing his requisites with the time, but we managed to finish in time

Outcome
> Today this project was stopped. We changed our priority for another project, but we were able to finish the prototype as our sponsor asked.

> Software Development : Android Studio, Heroku, VsCode   Skills you used : Kotlin, NodeJs, Solidity.

XR project

As well, I developed more than one app used in an "AR glasses" called "A3" in only one project, that was just a search and investigation of how this "world" works, so I had to develop some apps to use in these glasses to see how it works.

- I was responsible for developing the app used in the glasses.
- I didn't have any experience with C# and Unity, but I could create some apps using the AR foundation for the A3, some of them I worked with hand tracking , anchoring , and plan recognition .
- Within this project i used Kotlin, to develop the libs for the Unity used later, as well i used C# to develop the app for the glasses.
- I Had one colaborator working with me on this project. We managed develop at around 3 projects that we could be able to do some things like, see the wifi connection and your intensity displayed in the glasses, the battery of the device connected in the glasses, as well the calendar linked by they google account, anchoring some 3D objects in out front, we could move them with our hands as well.

Outcome

This is my current project , so we are still developing some apps for it, but i have to mention we already used it in a presentation for our company to bring for our team this metaverse world.

Software Development : Android Studio, Unity, VsCode   Skills you used : Kotlin, C#..

Education

January 2017 - December 2018

Senai

Technician in Mechatronics

January 2018 - December 2022

Centro Universitário Nossa Senhora do Patrocínio

BE in Computer Science