



Andrea Cimitan

Software Engineer / Rapid UI Prototyping

<http://lnkd.in/cimi>
+44 (0)7594 504138
andrea.cimitan@gmail.com

SUMMARY

Creative and motivated engineer with breadth and depth of knowledge that ranges from interaction design to low-level graphics and Linux programming. I've developed for PCs, phones, tablets and even TVs. I'm driven by a passion for improving the look and usability of digital interfaces, this has proven essential in building a career that spans over a decade of shaping great user experiences on software now embraced by millions of people. I enjoy the challenge of learning new programming languages and tools, striving for the best possible outcome. As I really appreciate quality, I pursue precision in everything I do. I'm comfortable working in close collaboration with interaction and visual designers, thus my deep technical knowledge, with the necessary critical thinking, can be of great value throughout the entire design process.

SELECTED WORKS

JavaScript, C++,
Python, QML, Qt,
TDD, unit testing,
profiling

Unity for Ubuntu Touch https://en.wikipedia.org/wiki/Ubuntu_Touch

I worked amongst a team of senior engineers who implemented the interface of Ubuntu for phones and tablets. I was leading the development of the Dash, the home screen that shows content from both local and web sources, and was responsible of its convergence to the desktop. We shipped four phones and one tablet. TDD with QA, unit testing and CI played a fundamental role in the quality of our codebase. I also conducted GPU profiling and rendering pipeline study with Imagination Technologies. In 2014, I was in Barcelona at the MWC to showcase the project to the technology press.

C, CSS3, GTK+,
vector graphics, UI

Ubuntu Desktop Theme <https://www.ubuntu.com/desktop>

I am the author of the default look of the Ubuntu Desktop. In collaboration with visual designers, I created a set of C libraries that use vector graphics to render GTK+, and fine tuned the look over the years.

C, GTK+, GDK,
XWindows,
X11, UX

Ayatana Overlay Scrollbars <http://www.markshuttleworth.com/archives/615>

I was the first to innovate the scrollbars of modern toolkits, rethinking their usage and providing a solution for both mouse and touch devices across mobile and desktop. It was a full-stack implementation from X11 atoms till the graphical toolkit, a solo-engineering effort in close collaboration with interaction designers.

C, GTK+,
vector graphics, UI

Murrine GTK+ Engine <https://github.com/GNOME/murrine>

I created a rendering engine for GTK+ 2.x that became extremely popular with millions of users on both free and commercial products. It was very versatile and innovative, offered great looks yet being very fast.

EXPERIENCE

May '10 - now
7 yrs
London, UK

Ubuntu (Canonical) / Software Engineer

I worked in several different projects, mostly front-end, touching a multitude of programming languages and frameworks, in particular C, C++, JavaScript, Python, Qt, QML, GTK+, GDK, X11, CSS, with Agile methodology, CI and unit testing coverage. I also designed, prototyped and developed libraries on my own. Collaborative projects:

- Unity8 - Ubuntu shell that shipped on phones and tablets. I'm currently leading the Dash development.
- Ubuntu Settings Components - GUI components for Unity8 and System Settings.
- Unity Indicators - Seamless, unified integration of applications with the rest of the Unity desktop.

Solo projects:

- Ubuntu Theme - Since 2010 my GNOME theme is the default look of Ubuntu on desktops.
- Ayatana Overlay Scrollbars - Complete reinvention of scrollbars for mouse and touch devices, full-stack implementation from X11 atoms and XWindows till the graphical toolkit.
- Unico GTK+ Engine - Default Ubuntu GTK+ 3.x rendering engine since 2011.
- Murrine GTK+ Engine - Default Ubuntu GTK+ 2.x rendering engine since 2009.
- DELL Developers Profile Tool - Custom GUI application pre-installed on DELL laptops.

EXPERIENCE

Jul '06 - Oct '12
6 yrs 2 mos

GNOME / Software Engineer

Various contributions to the GNOME project, to both the suite of apps and the system libraries. During this period I was a co-maintainer of gtk-engines and gnome-themes.

Nov '09 - Jul '10
9 mos
Paris, France

Jolicloud / Contractor Engineer

I worked to theme Joli OS, the first Cloud OS designed for netbooks and recycled computers in mind. My task involved developing my own Murrine GTK+ Engine and a custom GNOME theme.

2007 - '08
1 yr

ArchLinux / Administrator and Web Developer

I developed the ArchLinux Italia website, with custom PHP scripts, RSS Reader and MySQL bits.

2007 - '09
2 yrs

Freelance / Web Designer and Developer

Dynamic web applications using PHP/MySQL and custom web templates optimized to use CSS3.

EDUCATION

Sep '05 - Jun '10
4 yrs

Information Engineering / University of Padova

Academic studies covering a complete and widespread range of engineering subjects including maths, physics, communications, computer science, electronics, data structures and algorithms, computer architecture, signals, systems.

Sep '00 - Jun '05
5 yrs

Scientific lyceum (PNI curriculum) / Liceo Scientifico Alvisi Cornaro, Padua

Secondary school covering a range of disciplines, including humanistic ones, but with an additional volunteering specialization in both math and physics.

SKILLS

General

Long team work experience in distributed engineering teams, TDD using Agile methodologies and Scrum. Great understanding of interaction design principles, user research and design process.

Development

Programming languages:

- Best: C, JavaScript, QML, CSS3, (X)HTML, Bourne shell
- Java, Python, C#, Go, C++, Vala, PHP, SQL, GLSL, ARM and x86 Assembly, Pascal, MATLAB, LaTeX, TeX

Frameworks / Toolkits: GTK+, Qt, GObject, Android SDK, React, Nux OpenGL Toolkit

Debugging tools: GDB, Valgrind, QML Profiler, PowerVR Tools

Low-level graphics libraries: Cairo, GDK, Xlib

Version control: Git, Bazaar, Subversion, CVS, Mercurial

Continuous Integration: Jenkins

Agile software development: Scrum, Kanban

Unit testing / Test automation: Qt Test, Autopilot Python testing framework

Software

Operating Systems: GNU/Linux, Google Android, Apple Mac OS X, Microsoft Windows

Graphics: Adobe Creative Suite, Inkscape, GIMP, Sketch, Blender

IDE: Qt Creator, Eclipse, Anjuta, Xcode

Productivity: MATLAB, Spice Electronic Simulations

Game engine: Unity

Project management: Trello, LeanKit

Languages

Native: Italian

Professional proficiency: English