Dario Santilli

Data Engineer
Scala Developer

Date of birth: 29th April 1991

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Experience

● **lastminute.com /** Data Engineer ●
November 2017 – present
Chiasso, Switzerland

I mainly deal with big data management on **Google Cloud Platform**.

I contributed to the development of a realtime ingestion from **Pub/Sub** events to **Cloud Storage** using **Akka Stream**, processing **30k+ events per second**. I also contributed to the development of a batch ingestion from **Cloud Storage** to **Vertica** of different formats (CSV, JSON, AVRO, ORC, PARQUET) using **Akka Actors**.

I built a **Spark** job to anonymize **2B+ sensible data** massively due to **GDPR**.

I developed several Scala programs to pull data from heterogeneous sources: API Rest, SFTP, Amazon S3 bucket, Google bucket.

● **Key to Business /** Data Engineer ●
September 2015 – October 2017
Rome, Italy

For a telco customer I was the responsible for the design, installation and the maintenance of **Hortonworks Data Platform (HDP)** on **Dell EMC Isilon**.

I built a near real-time ingestion using **Hadoop** to store **25M+ rows per minute** on **Apache HBase** about signals of mobile users and the ISTAT open maps information.

I created a multi-tenant platform where clients can filter previous information to create dashboards with sliding-window heatmaps indicating the movement of all the people in the italian territory.

● **idSoul /** CTO & Co-founder ●
January 2015 – May 2015
Rome, Italy

IdSoul is an app that allows children to play on their tablet having their own favourite toy as the main character of a **videogame**.

Responding to the demand for physical interaction joint to digital gaming,

IdSoul positions itself in the market of **"toys to life"** together with Disney Infinity, Activision Skylanders and Lego Dimensions. But it adds the maximum of customization: just catch the supplied wearable patch with the camera to bring children's toys to life.

• **GamePix /** Internship •

September 2014 – March 2015
Rome, Italy

HTML5 game developer

• **CSS Mendel** •

March 2014 – July 2014
Rome, Italy

3D Graphic/Back-end developer

• **Fondazione Ugo Bordoni /** Internship •

May 2013 – September 2013
Rome, Italy

Windows Phone 7.x developer

• **Nokia Italy** •

May 2012 – September 2012

App developer for Marketplace

Education

Roma Tre University / Master in Computer Engineering

2013 - 2015, Rome, Italy

Data migration between heterogeneous DBs

Roma Tre University / Bachelor in Computer Engineering

2010 - 2013, Rome, Italy

Mobile app to store encrypted data on cloud

LSS E. Torricelli / High School Diploma

2006 - 2010, Rome, Italy

PNI (National Plan of Information technology)

Skills

Programming
Scala (cats, akka circe, doobie, http4s, FS2), Java, Bash, sbt, Maven, Spark, Python

Google Cloud Platform
Cloud Storage, Dataproc, Pub/Sub, Dataflow, Apache Beam, Stackdriver, BigQuery

Hortonworks HDP
Hadoop, HBase, HDFS, YARN, MapReduce, Zookeeper, Ambari, Oozie

Operative Systems
Linux (CentOS, Debian, RHEL), OS X, Windows

Other desirable options
Apache Drill, Avro, Parquet, ORC, Neo4j, MongoDB, MySQL, Vertica, Talend

Languages

Italian (native)

English (good)

Hobbies

Guitar and violin strummer • volleyball player • D&D addicted