Andrea Di Martile

Software Engineer & Founder · Full-stack, mobile, cloud and AI agents

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SUMMARY

Software engineer and co-founder of 3T SRL with 5+ years shipping production software. Sole architect and developer of Quenta, a POS and management ecosystem (9 Flutter apps, 104 Cloud Functions, public REST API) used by 200+ restaurants and stores in Italy, processing 100k+ receipts and €1.7M in payments every week. B.Sc. in Computer Engineering, Politecnico di Milano (2026). I own products end to end: architecture, hardware, cloud, infrastructure, AI agents and operations.

EXPERIENCE

Co-Founder, Software Engineer & Operations Lead · 3T SRL, Milan — Oct 2024 – Present

- Architected and built the Quenta ecosystem as sole developer: 9 Flutter apps sharing one schema package (1.2M+ lines of Dart), 104 Cloud Functions in Node.js and a public REST API with 39 documented endpoints, custom auth middleware and rate limiting.
- Grew the platform to 200+ businesses in production; it now handles 100k+ receipts, €1.7M in payments and 40k+ covers a week, with 2,000+ weekly active users and 1,400 end customers a week ordering from their phones (figures from Sept 2026).
- Designed the hybrid LAN/cloud sync (the POS runs a TCP socket server for kitchen monitors, handhelds and kiosks, Firestore as global sync) and integrated fiscal printers (Epson XML), ESC/POS, payment terminals (Nexi, Viva), cash machines (Cashmatic/VNE), scales, Satispay, SDI e-invoicing and hotel PMS.
- Built the company's AI tooling: an AI bridge on a dedicated GPU server (local LLMs translating catalogs into 5 languages, VAT lookup on public registries) and an LLM agent inside the analytics dashboard with tools exposed via MCP, daily budget and audit log.
- Run infrastructure and operations: Linux server with systemd services, dockerized report server, automated iOS/Android release pipeline, billing, licensing and support. €60K revenue in the first year.
- Delivered custom software for clients: a CRM (Flutter/Firebase), a delivery-notes management system in production (Vite/Firebase) and an accessibility platform for a regional government, UX/UI done (Figma, WCAG 2.1 AA, 4 languages) and development starting on Java/Spring Boot and Oracle.

Co-Founder & Full-Stack Developer · Spodded, Remote — Aug 2025 – Present

- Built the entire product of a geo-social discovery app: Flutter app, Firebase backend, 18 Cloud Functions, Mapbox map with custom clustering, geohash-based feed, real-time chat, push notifications, moderation dashboard, 4 languages.
- 1,700+ registered users and ~1,000 Spods created; Firestore rules covered by 270+ tests, App Check, GDPR account cleanup. Published on App Store and Google Play.

Full-Stack Developer Intern · Software company, Milan — Dec 2023 – Oct 2024

- Developed ERP and CRM modules, POS systems and analytics dashboards integrating data from multiple proprietary management systems for restaurant and retail clients.
- Built an IoT system for MasterChef Italia: a smart lightbulb driven by a custom tablet app with a countdown, used in a timed challenge on national TV.

Earlier

- **PlayHard, Pescara** (2019 – 2022): self-taught in Dart and JavaScript from age 15; built and published a social network for local events on the App Store the day I turned 18.
- **Consumer electronics store, Milan** (Oct – Dec 2023): sales associate, two months at the counter and the point of sale that later informed the Quenta POS.
- **Ristorante Masamadre, Valencia** (Summer 2023): one month in a restaurant kitchen and dining room, hands-on insight that later shaped Quenta.

SKILLS

Languages	Dart, JavaScript, Node.js, Python, C, SQL, HTML/CSS
Frameworks & cloud	Flutter, Firebase (Firestore, Auth, Cloud Functions, Storage, FCM, App Check), Google Cloud, Vite, Docker
Architecture	REST API design, serverless, TCP sockets and WebSockets, LAN/cloud client-server sync, security rules, end-to-end testing
AI & agents	Claude Agent SDK, MCP tools, Ollama and local LLMs, prompt and tool design, AI job queues, GPU inference
Hardware & integrations	ESC/POS, Epson FPMate (XML), Nexi Protocol 17, Viva, Cashmatic/VNE, industrial scales, BLE/IoT, SDI e-invoicing, Satispay, Revolut Business API, Mapbox, Google Maps/Places
Infra & tools	Linux, systemd, Tailscale, SSH, release pipelines, TestFlight, Firebase CLI, Git/GitHub, Figma, Illustrator, Photoshop

EDUCATION

B.Sc. in Computer Engineering · Politecnico di Milano — 2022 – Jul 2026

High School Diploma, Liceo Scientifico · Liceo Leonardo Da Vinci, Pescara — 2017 – 2022

LANGUAGES & INTERESTS

Languages	Italian (native), English (fluent, study programs in England 2014–2016), Spanish (conversational)
Interests	Kickboxing (competed at competitive level), skiing, travel, DJing and electronic music, 3D printing and parametric CAD, home lab on Raspberry Pi