

# Luca Spinosi

## Front End Developer

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I am a developer with experience working for startups, with a strong focus on building innovative web applications. I've worked primarily as a front-end developer, but I also held other roles, working in many fields with various languages and frameworks. I work and communicate well as part of a team and I'm flexible on my roles and responsibilities.

### SKILLS

#### Front End

HTML CSS JavaScript  
TypeScript SCSS SASS

#### Frameworks

Angular React Tailwind  
Gatsby Ionic

#### Back End

PHP NodeJS RxJS  
Socket.IO

#### Databases

MySQL MongoDB GraphQL

#### Languages

C C++ Java

#### Platforms

PWA Web Android Linux

### WORK EXPERIENCE

**Full Stack Developer** | Critical Adventures S.R.L

**Jan 2019 - Jun 2021**

<https://tinyurl.com/critical-adventures>

Critical Adventures is a start-up specialized in the development of tools and services for making tabletop and RPG games, played primarily in physical format, playable online on mobile platforms.

Throughout my work at Critical Adventures, I've achieved the following:

- Improved database management through reducing its size, refactoring how socket connections between users and server works. **(MongoDB - Socket.IO)**
- A strong growth of active users related to numerous improvements in the user experience by building and maintaining the front-end of core components. **(Ionic - Angular)**
- A significant increase in subscriptions and in-app purchases, by expanding the range of buyable items and allowing cosmetic skins on the user's shared content. **(NodeJS - RxJS)**
- Enhanced the score in leading app stores, using feedback received to build and maintain the most desired features by end users.

### EDUCATION

**Bachelor in Computer Science and Engineering** | Alma Mater Studiorum, University of Bologna

**Current**

**Degree in Ragioneria Mercurio** | I.T.C.S. R. Luxemburg

**2014**

### LANGUAGES

#### Italian

*Native Speaker*

#### English

*Advanced*