

# Giuseppe Ministeri

Front End Developer

"Fun is a serious thing"



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## WORK EXPERIENCE

### Front end developer AVEVA

09/2019 - Present

Utrecht, Netherlands

Achievements/Tasks

- Build and maintain Front End logic
- Collaborate with PO and UI/UX designer on defining feature deployment and issue resolutions
- Being responsible for corporate design system implementation

### Web developer Madfarm srl

01/2018 - 06/2019

Catania, Italy

Madfarm delivers digital solutions for businesses with a focus on Design, Development and Communication.

Tasks

- UI animations development
- Wordpress templating
- Google Page Speed Optimization
- Google SEO Optimization

### Junior developer AITHO - Innovation, Solutions

01/2018 - 06/2019

Catania, Italy

AITHO is an IT consulting and innovation company specialized in B2B services. AITHO can count on partnerships with international consulting companies.

Tasks

- Development and bug fixing of web apps with front-end and back-end technologies for an Italian bank.
- Client-side consultancy in Rome (3 months) and Bologna (6 months)

### Trainee front end developer Joint openLab - Telecom Italia Spa (JOL)

04/2015 - 05/2015

Torino, Italy

Tasks

- A 300 hours training focused on developing a web interface for domotic and video surveillance applications
- Use of: AngularJs, ROS api, Tree.js
- Technical documentation of the project

## EDUCATION

### Master's degree in Cinema and Media Engineering Politecnico di Torino

09/2011 - 12/2017

Torino, Italy

Final grade:

- 106 out of 110

### Erasmus E+/EU Programme Countries

Universidad Politécnica de Valencia - UPV - EPSG

09/2016 - 02/2017

Gandia, Spain

## SKILLS AND KNOWLEDGES

Front End Development: HTML5, CSS3, SCSS, JS ES6, Typescript, Angular,

Versioning: Git

Ui/Ux design: Figma, inVision

3D, VR and Graphics software: Blender, Unity3D, Illustrator, Premiere, Processing, KinectSDK, HTC Vive SDK

Methodologies: Agile

## PUBLICATIONS

Author of publication at 4th International Conference on Virtual Reality - ICVR2018 (02/2018)

A movement analysis system based on immersive virtual reality and wearable technology for sport training

## LANGUAGES

Italian

Native or Bilingual Proficiency

English - B2

Full Professional Proficiency

Spanish - B1

Professional Working Proficiency

## INTERESTS

Photography

Drawing

Animation

Playing guitar

UX/UI

Arduino