Alessandro Roic

Rome, Italy

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LinkedIn Profile



Github Profile



Front End Developer with 2+ years of experience building modular and responsive website designs. Capable of managing projects independently, able to plan and organize my work in a systematic way. Focused on details, on keeping up with deadlines and pre-established budgets. Always eager to improve my skills with hands-on experience and interested in learning new technologies.

Professional Experience

Front End Developer / Accenture, Rome, Italy

- Designed and developed a data visualization web application (Nexi)
- Optimized and improved a UI-kit embedded in a service platform (Italian Ministry of Economy)
- Built services and components for a customer service platform (Poste Italiane)
- Collaborated in a Scrum team, following closely and participated actively in daily activities with the engineers, designers and clients

CTOBER 2019 - FEBRUARY 2021

Full-Stack Developer / Jpanik , Rome, Italy

- Developed a web enterprise platform for hospital management, using the Spring framework for back-end services and Angular for the front-end components.
- Integrated an applet into an interactive graph display platform using the Chart.js library

Education

☐ SEPTEMBER 2016 - APRIL 2020

Bachelor of Computer Science / University of Rome - La Sapienza

☐ SEPTEMBER 2017 - MARCH 2018

Study Abroad / Rijksuniversiteit Groningen, Netherlands

Technical Skills

- Programming Languages: HTML, CSS/Sass, Javascript (ES6+), Typescript
- Libraries & Frameworks: Angular, Vue 3, NgRx, Node.js, Bootstrap, RxJs, Redux, Chart.js
- Tools & Platforms: Git, Jira, Gitlab, Github, Npm

Languages

- English: professional proficiency IELTS 7.5 (C1)
- Italian: native language

Projects

- Personal Website: developed with Vue 3 through Github pages
- **E-Quality:** children video game aimed at raising gender-equality awareness developed in collaboration with the Italian Regional Council for Equal Opportunities
- Curiosone Bot: interactive chatbot written in Java
- AirborneAssault: video game build with libGDX for the university Java course