Claudio Eugenio Castorina

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PROFESSIONAL EXPERIENCE

Nov 2020 – Aug 2021 Milan, Italy	Frontend Web Developer, Camera D'Ascolto • Implementation of new features and services based on a provided layout, leading to an increase in
, ,	sales of 125% thanks to the implementation of an online booking system.
	 Close cooperation with a team of web marketing consultants resulted in an overall customer feedback score of +50%.
Dec 2018 - Jan 2019	IT Support (Intern), Service Remarketing SRL
Cinisello Balsamo, Italy	 Integrated into the company's core software debugging team with 2 senior developers as tutors. Collaboration between multiple teams resulted in a 10% final increase in productivity. Conducted a seminar to describe daily activities to a group of 20 new interns.
Jan 2018 - Jan 2019	Frontend Web Developer, Cimena - Il mio primo film postumo
Milan, Italy	• Frontend Development in close collaboration with a team of several senior creative directors.
	• Implementation of new graphical features that increased the overall customer feedback by 20%.
Apr 2017 – Jul 2018	Committee Member, Firewall Gaming A.S.D.
Senigallia, Italy	 Full Stack Development (JavaScript, Laravel) in a team of several designers and developers. Optimized the pre-existing CMS and sped up the loading of the website by 3 seconds on average. Managed a team of 20+ volunteers leading to a 200% increase in audience in 4 months.

EDUCATION

2021 - 2024 The Netherlands	BSc Data Science and Artificial Intelligence, Maastricht University 🖸
2016 - 2021 Italy	Diploma in Computer Science and Telecommunications, ITIS Cartesio ☑ Final grade: 97/100

SKILLS

Software Development Java, Python	Artificial Intelligence Genetic Algorithms	Backend Development Express.js, REST APIs, GraphQL
Frontend Development	Database	Version Control
HTML5, CSS3, SASS, PUG, Vue.js	MongoDB, MySQL	Git

PROJECTS

Claudio Castorina's Portfolio, Vue.js 3 🗷

In my portfolio you can find all the live versions of my favourite projects, together with the source code on my GitHub 2. The technologies used in the projects include JavaFX, Javascript, Python, Flask, Socket.io and many others.

VOLUNTEERING

Apr 2017 – Apr 2019]
Remote	

ESL - Turtle Entertainment, Staff Head (Region) Italy

- Created 50+ HTML and CSS web articles for ESL Gaming GmbH and Sony Playstation PIL.
- Coordinated a team of 50+ administrators, helping them to handle 150+ players tournaments.
- Automated several tasks, successfully increasing the response speed of most tickets by 400%.

INTERESTS

Genetic Algorithms | Playing the guitar (1959 Les Paul Standard) | Bouldering | Learning languages | Boxing

LANGUAGES

Italian (Native) | English (C2) | German (A2) | Dutch (A1)