



FEDERICO GIACOMINI

Frontend and Game Developer

CONTACT



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federicogiacomini.com

SKILLS

JavaScript/TypeScript

Angular

React

NodeJS

Unity

Unreal

STACK

GitHub, Jira, Bitbucket, Sentry,
Firebase, Crowdin, VSCode, Slack,
Auth0, GCP, Storybook, Chromatic,
Figma

LANGUAGES

Italian

French

English

Japanese

Chinese

HOBBIES

Soccer, Karting, Formula 1, eSport,
Video Games, Technology, Music,
Drums, Travel



EMPLOYMENT HISTORY

Anymind Japan | Tokyo, Japan

Apr 2020 - Present

WEB DEVELOPER (Full-Time)

- Managed a team of developer to meet operational needs
- Reviewed code, debugged problems, and corrected issues
- Participated in requirements gathering to solidify prerequisites and determine best technical solution to meet business needs
- Created and maintained multiple web application in ReactJS and Angular

Trajectory Ltd | Tokyo, Japan

Apr 2019 - Nov 2021

WEB DEVELOPER (Full-Time)

- Implemented, released and maintained an Angular Application for remote control of UAVs using CesiumJS
- Developed technical solutions required to accommodate specific user-facing assets
- Discussed site and app requirements with clients to produce actionable development plans

B-eee Technology | Tokyo, Japan

Oct 2018 - Apr 2020

WEB DEVELOPER (Full-Time)

- Development from scratch of various webs applications using Angular/ReactJS in direct contact with customers
- Development and Maintenance of the company flag ship application (AngularJS)

Maison De La Bourgogne | Tokyo, Japan

Dec 2016 - Oct 2018

POLYVALENT EMPLOYEE (Part-time)

- Interact with customers, take orders, serve dishes and drink
- Support kitchen during rush hours and help preparation of some dessert
- Kept server areas clean and stocked to increase efficiency while working tables
- Remained calm and poised dealing with difficult customers or during busy shifts

Antecime Studio | Paris, France

Jan 2016 - Jul 2016

Gameplay Programmer

- Development of gameplay features for an unreleased game

MassMotionMedia | Paris, France

Nov 2014 - Dec 2015

WEB DEVELOPER (Part-Time)

- Develop immersive advertising in JavaScript/HTML/CSS
- Integrate creatives in a noninvasive way into multiple websites



EDUCATION HISTORY

Tokyo Univ. of Technology | Hachioji, Japan

Oct 2017 - Oct 2018

Research in Multimedia

- Research in Video Game and Multimedia
- Research and Writing paper "Enhancing Viewer Experience in Video Game Streaming"

Toshin Language School | Tokyo, Japan

Oct 2016 - Oct 2017

JLPT N3

- Preparation for the Japanese Language Proficiency Test N3

ISART Digital | Paris, France

Oct 2013 - Jul 2016

Game Design & Programming Bachelor

- Develop various game project in Unity, Unreal and JS
- Create and Balance Video Games and Board Games

Centre Intl. De Valbonne | Valbonne, France

Oct 2013 - Jul 2016

OIB Scientific Baccalaureate