

Michael Cuelli

Frontend Software Engineer



Showcase



My git



Michael Cuelli



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EXPERIENCE

SOLUZIONI INFORMATICHE | FRONTEND DEVELOPER

April 2021 – Current | Brescia, Italy

- Build a template with a sistem of dashboards that you can fully manage with the UI, 3 types of menu, which you can choose from a settings drawer and also a light/dark mode (using sass and ts to change colors). I use React and typescript, so .tsx files instead of .jsx, relying on axios to make API calls. In this template i try to respect as much pattern/principles as i can, such as SOLID(Single responsibility principle applied to functional components instead of class to maintain a range of 60 to 100 of written rows code which is what React code writers suggest, Open/closed principle, Interface segregation principle), GRASP pattern (Low Coupling, High Cohesion, Controller) and also with redux we can assume that we use a sort of gang of four pattern(Observable) and obviously the state pattern of the gang of four which React functional components are based on.
- Implementation of WMS portal, with missions, picking and packing list management. In this project, with the help of some NPM packages (three.js, react-three/fiber) there is also a 3D warehouse generator, so the customers can see how their storehouse looks like.
- Created a software that manages customers, suppliers and the creation of metal components sketches(e.g. gears, pipes...) through a third-part software. For this program I used c# (winform) and I also had to migrate an old access database to sql server.

PROJECTS

RECOMMENDER SYSTEM NEIGHBORHOOD USER-BASED | PYTHON, SQL

2020

- I used a database with more than 100.000.000 ratings of films, which Netflix released in 2008, to build a Recommender System that recommends the best movie to a specific person based on the other users who are similar to him/her.

EDUCATION

UNIVERSITÀ DEGLI STUDI DI BRESCIA | BACHELOR'S IN COMPUTER SCIENCE AND ENGINEERING

Feb 2021 | Brescia, Italy

- Department of Information Engineering

89 / 110

INSTITUTE LUIGI CEREBOTANI | DIPLOMA COMPUTER SCIENCE AND TELECOMMUNICATIONS

June 2016 | Lonato, Italy

97 / 100

SKILLS

PROGRAMMING

Proficient:

TypeScript • TSX/JSX • CSS • HTML

Experienced:

JavaScript • Java • SQL • SASS

Familiar:

L^AT_EX • C#

LIBRARIES/Frameworks

Node.js • React • Ant Design • react-router • recharts • redux • axios • three.js • @react-three/fiber • @react-three/gltjsx

TOOLS/PLATFORMS

Git • Webpack • NPM

LANGUAGES

Italian • English • Norwegian(studying)

HOBBIES

CONTENT CREATOR | TIKTOK

Dec 2020

In my spare time I run the Law_Battery TikTok profile. I create Informational content mainly focused on mangas that I have read, which is another of my passions.