Davide Ciulla

Software Engineer

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› PERSONAL INFO

🎂 15/12/1995
📍 Minusio (Ticino, Switzerland)
🏳 Swiss

› ABOUT ME

Fresh graduate from a master in software and data engineering, looking for my first full-time job in the tech industry.

I'm a creative and dynamic person that enjoys working on projects that can be useful to people on a daily basis, making their life and work easier, quicker and more organized.

I have a particular interest in the web, front-end engineering and UI/UX design.

› LANGUAGES

Italian: Native
English: C1
German: A2/B1

› EDUCATION

09/2020 - 02/2023
MSc in Software and Data Engineering
Università della Svizzera Italiana (Lugano, Switzerland)
Master program entirely taught in English.
Grade (GPA): 9.09 / 10

09/2017 - 06/2020
BSc in Informatics
Università della Svizzera Italiana (Lugano, Switzerland)
Bachelor program entirely taught in English.

09/2014 - 10/2016
Degree in Visual Design
Scuola Specializzata Superiore d'Arte Applicata (Lugano, Switzerland)

› WORK EXPERIENCE

07/2020 - 05/2021
Frontend Web Developer
SiteME (Paradiso, Switzerland)

I was responsible for developing landing pages, creating mockups in Figma, maintaining existing websites and editing content when necessary. I also had to research technologies for new projects.

Tools and technologies:
HTML, (S)CSS, styled-components, JavaScript, TypeScript, React, Stripe, Wordpress, Hygraph, GraphQL, Figma

09/2019 - 12/2019
Software Developer Intern
Cryms (Lamone, Switzerland)

I worked on the initial version of a new web application with a Java backend. I was responsible for designing the schemas and creating the initial class structure. I also created wireframes for all frontend views.

Tools and technologies:
HTML, CSS, Java, MySQL, Figma

02/2017 - 05/2017
Graphic Designer Intern
University of Plymouth (Plymouth, UK)

I assisted the university's e-learning team in creating posters, graphic assets (for print and web) and some 3D demos. I was also responsible for shooting and editing video interviews.

Tools:
Adobe Photoshop, Cockos Reaper, Autodesk Maya, Unity

06/2016 - 10/2016
Graphic Designer Intern
Teleticino (Melide, Switzerland)

I assisted the company's main graphic designer on several projects, ranging from creating intros for TV shows, editing photos and creating graphic assets for marketing and social media.

Tools:
Adobe Suite (After Effects, Premiere, Photoshop, Audition), Cinema 4D

› PROJECTS

2022 - Ongoing
Fonts Jar
Chrome Extension (open-source)

Open-source Chrome extension I maintain, which allows users to save their favorite fonts when websites (like Google Fonts) do not a "favorites" feature by default.

Link: https://github.com/DaveKeehl/fonts-jar

Tools and technologies:
React, TypeScript, Plasmo, Tailwind, Docker, GitHub Actions, Figma

2022 - Ongoing
F1 Insight
Web Application

Visual analytics web application to easily gain insights into the current Formula 1 season, from results to trends.

Link: https://github.com/DaveKeehl/f1-insight

Tools and technologies:
Next.js, TypeScript, Tailwind, Ergast API, cheerio, Figma

2021 - Ongoing
Svelte Reveal
NPM Package (open-source)

Open-source package I maintain, which allows Svelte users create simple scroll animations for their projects.

Link: https://github.com/DaveKeehl/svelte-reveal

Tools and technologies:
HTML, CSS, TypeScript, Jest, esbuild, Docker, GitHub Actions, SonarCloud

› TECHNICAL SKILLS

- **Languages (advanced):** HTML, (S)CSS, JavaScript, TypeScript
- **Languages (confident):** Python, Java
- **Version Control + CI/CD:** Git, GitHub, GitLab
- **JavaScript Frameworks:** React (Next.js), Svelte (SvelteKit)
- **Styling:** (S)CSS, styled-components, Stitches, Vanilla Extract, Tailwind
- **JavaScript Runtimes:** Node.js
- **APIs:** REST, GraphQL
- **Testing:** Jest, SonarCloud, Storybook
- **Bundlers:** Webpack, Rollup, esbuild, gulp
- **Headless CMS:** Sanity, Storyblok, Hygraph
- **Monorepo Management:** Turborepo
- **Database:** MySQL, MongoDB
- **Containers:** Docker
- **Deployment:** Vercel, Netlify, Railway
- **Issues Tracking:** GitHub Issues/Projects, Linear
- **Design Tools:** Figma

› SOFT SKILLS

- Goal-oriented and driven
- Organized
- Time management
- Team player
- Creative mind

› OTHER INTERESTS

When I'm not either programming or designing, I like playing video games, playing guitar or producing music.