

Davide Ciulla

Software Engineer

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› PERSONAL INFO

- 📍 Locarno (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: B1

› EDUCATION

09/2020 - 02/2023

MSc in Software and Data Engineering

Università della Svizzera Italiana (Lugano, Switzerland)
Master program entirely taught in English.

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)

During my time at this company, I developed some landing pages, I created some mockups in Figma, and I maintained their existing websites by keeping their plugins and dependencies up-to-date and by modifying their content when needed. I also had to research technologies for new projects.

Main tools and technologies:

HTML, (S)CSS, JavaScript, TypeScript, React, Stripe, Wordpress, Hygraph, GraphQL, Figma

07/2020 - 05/2021

Software Developer Intern

Cryms (Lamone, Switzerland)

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

Main tools and technologies:

HTML, CSS, Java, MySQL, Figma

02/2017 - 05/2017

Graphic Designer Intern

University of Plymouth (Plymouth, UK)

During this 3 months internship, I worked as a graphic designer intern, where I helped the university e-learning team create posters, graphic assets both for print and for the web, and some 3D demos. I was also in charge of shooting and editing video interviews.

Main tools:

Adobe Photoshop, Cockos Reaper, Autodesk Maya, Unity

06/2016 - 10/2016

Graphic Designer Intern

Teleticino (Melide, Switzerland)

During this 4 months internship, I assisted the company's main graphic designer in multiple projects, ranging from creating intros for television broadcast, editing photos and creating graphic assets for marketing and social media.

Main tools:

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

› PROJECTS

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>

Main tools and technologies:

HTML, CSS, TypeScript, Jest, esbuild, Docker, GitHub Actions, SonarCloud

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 have a "favorites" feature by default.

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

Main tools and technologies:

React, TypeScript, Plasmo, Tailwind, Docker, GitHub Actions, Figma

2022 - Ongoing

F1 Insights

Web Application

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

Link: <https://github.com/DaveKeehl/f1-insights>

Main tools and technologies:

Next.js, TypeScript, Tailwind, Ergast API, cheerio, Figma

› 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, 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.