Gioele
Giunta
Full Stack Developer

CONTACT ME

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📍 Catania, Italy
Birkirkara, Malta

EDUCATION

Degree in Computer Engineering
University of Catania, Italy
2021 - Present

Erasmus Exchange Program
University of Malta, Malta
2023 - 2024

Post-secondary Computer Science Diploma
ITIS G.B. Vaccarini, Catania
2015-2020

SKILLS

- React Native
- TypeScript
- JavaScript
- JQuery
- HTML/5
- CSS/3
- C
- C++
- Java
- Python
- Unreal Engine 4
- Postgres/My-SQL

- UI/UX
- User Flow
- Process Flow
- Teamwork
- Intercultural Communication
- Adaptability

Gioele Giunta is a versatile junior developer, passionate about design and creating engaging digital experiences.

With a solid technical background and a creative mind, he is dedicated to transforming ideas into innovative solutions. His passion for technology drives him to develop web applications and digital products that are both aesthetically appealing and highly functional. He stays updated with the latest trends and best practices, which has allowed him to grow rapidly in his career. His unique ability to blend technical proficiency with creative flair results in intuitive and visually captivating interfaces.

His experience through the Erasmus program has enhanced his teamwork skills, enabling him to collaborate effectively with international teams. This has broadened his perspective and strengthened his ability to contribute to diverse projects.

PROJECTS

MathAI   2021 - Present

MathAI has been an ongoing, autonomous endeavour, spanning 3 years and built upon the React Native framework. Its functionalities encompass solving geometry problems, providing step-by-step formulas, as well as utilising an algorithm that allows users to create and solve geometric shapes. The application can also resolve equations and expressions, with step-by-step explanations generated by ChatGPT and Claude. Additionally, it can function as a chatbot, leveraging the aforementioned AI assistants. The development was undertaken using TypeScript and JavaScript, with a backend in PHP and MySQL to store user information.

Figure Tap   2016 - 2017

Developed in summer 2016, Figure Tap leveraged Unreal Engine. I used the engine's visual scripting, Blueprint, to build the core functionality and gameplay without extensive coding, supplementing with C++ for more complex systems.

MathUp   2014-2015

MathUP was my debut in application development, harnessing the capabilities of Java 8. It aimed to empower users to tackle geometric problems, with features for problem-solving, saving solutions, and reviewing past work. The core problem-solving mechanism relied on meticulously crafted classes, each representing geometric figures equipped with algorithms for solving processes.

Additional Projects   2015-2016, 2017-2021

In the years surrounding MathUP, as well as between FigureTap and MathAI, I continued to develop a diverse portfolio of projects. This included the creation of Axis Coins, a demo of cryptocurrency platform, a DTMF Decoder application, an Restaurant Tools and Website Templates. Additionally, I worked on several other private and university-based platforms during this period, steadily expanding my skillset and experience.

WORK EXPERIENCE

Developer   Feb 2023 - Sept 2023
Fermento Urbano | Catania

Fermento Urbano is a citywide non-profit organisation in the city of Catania. My role was in the creation and management of the campaign to collect suggestions from citizens; these suggestions were then used to create projects aimed at improving the city and presented to the City Council and mayoral candidates in order to obtain promises on the feasibility of the projects.