Luca Di Bene

FULLSTACK DEVELOPER | PHYSICS STUDENT

I am passionate about building robust and scalable web applications, combining solid backend logic with clean and functional user interfaces. I stand out for being self-taught and versatile, with the ability to quickly learn new technologies and adapt them to different projects. I aim to apply my knowledge in professional environments where I can grow as a developer.

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EDUCATION

B.SC. IN PHYSICS – FAMAF
In progress (2024 – present)

PROJECT EXPERIENCE

GOTRIP – TRAVEL SOCIAL NETWORK WITH INTERACTIVE MAP
A fullstack solo project that allows users to share and explore trips through an interactive map. The frontend was built with React, while the backend was implemented in Java with Spring to explore strongly typed languages and best development practices. PostgreSQL was used as the database, and Leaflet was integrated for map visualization. This project challenged me to organize a large-scale development, integrating frontend, backend, and database, as well as deploying the complete application.

GRAPHNEON – ONLINE GRAPHING CALCULATOR
A React-based web app that allows users to plot mathematical functions in an interactive canvas. No backend or database is required since all logic and rendering happen in the frontend. The main challenge was learning how to work with the HTML <canvas> element to draw functions in real time, which gave me experience in handling dynamic graphics on the web.

GOD OF WAR – API WITH WEB SCRAPING
API built with Express.js that scrapes data from the God of War wiki using Cheerio and exposes it in JSON format. Instead of using a relational database, the app stores data in JSON files on the backend. A React frontend was also developed to visualize the data, although the main focus was on the API and the scraping process.

SKILLS

- **Frontend**: React, HTML, CSS, JavaScript
- **Backend**: Node.js, Express, Java + Spring
- **Databases**: PostgreSQL, MySQL
- **Others**: Git

LANGUAGES

- **Spanish**: Native
- **English**: C1
- **Italian**: B2