Emanuele Dall'Ara

Computer Science Engineering · Full Stack Developer

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[🌐 Website]   [in Linkedin]   [○ Github]

Education

Master in Computer Science and Engineering
Alma Mater Studiorum, University of Bologna
`2021 - present`

Bachelor in Computer Science and Engineering
Alma Mater Studiorum, University of Bologna
`2018 - 2021`

Technical Technological Diploma
ITT Blaise Pascal, Cesena
`2013 - 2018`

Experience

DERNetSoft Inc — Full Stack Developer   `Nov 2020 - present`

`React` `React Native` `Javascript` `Typescript` `CSS` `HTML` `Jest` `Redux` `Express` `Node` `MongoDB` `Docker` `GCP` `Github` `Github Actions` `DevOps` `Python` `Figma`

- Engaged in full-cycle software development at an energy sector technology startup
- Participated in frontend and backend development using all technologies from MERN stack
- Crafted secure microservices APIs with standard authentication, compression, and rate limiting
- Took on project management responsibilities, including sprint planning and prioritization, to align development projects with organizational goals
- Developed data connectors to seamlessly integrate with a time-series data store, managing diverse data sources
- Automated company processes and managed GitHub, implementing task automation and DevOps practices
- Led the development of mobile application and component libraries to ensure intuitive interfaces and streamlined processes

FabLabRomagna — IOT Developer (Internship)   `Feb 2018 - Mar 2018`

`Raspberry Pi` `Arduino` `C#` `Python` `AutoCAD`

- Designing and creating a web radio using Volumio software, an Arduino board, and a 3D printed case manufactured with AutoCAD, providing a customized and interactive radio experience

QUEEN S.R.L — Front-End Developer (Internship)   `Feb 2017 - Mar 2017`

`Joomla` `CSM` `HTML` `CSS`

- Create and manage websites efficiently using the Joomla content management system, enabling seamless content updates and website administration

Flatme Networks srls — Application debugger (Internship)   `Feb 2016 - Mar 2016`

- Conducting comprehensive tests to identify and document software bugs, ensuring the websites optimal performance and user experience

Latest Project

Cards-Against-Humanity

`React` `Vite` `Vitest` `Github` `Github Actions` `Socket.IO` `DevOps`

Cards Against Humanity is a web app card game based on Vite using Socket.IO.
More details: 🔗 Cards-Against-Humanity

TrackER

`React` `Vite` `Vitest` `Github` `Github Actions` `Socket.IO` `DevOps` `Microservices` `Docker`

Web-based energy management and sales software for vendors and building owners, focusing on resource production and consumption. More details: 🔗 TrackER

✨ see all of my projects on my portfolio: 🔗 skillsfolio

Skills & Tools

Languages
`C` `C#` `Java` `Scala` `HTML` `TypeScript` `JavaScript` `Python` `CSS` `Latex` `Markdown`

Technologies, Tools & Softwares
`React` `React Native` `Vite` `Vitest` `Jest` `GCP` `Docker` `intelliJ` `VS Code` `Android Studio` `XCode` `GitHub` `GitLab` `Figma` `Notion`