



Paolo D'Alessandro

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Date of birth: 30/03/1997 **Nationality**: Italian

WORK EXPERIENCE

[01/2025 – Current] **Software Engineer @ Loomly, Web Fullstack**

Bending Spoons

Shaping and developing complex features using React and Ruby on Rails, operating on both front-end and back-end, developing and maintaining API integrations with all main social networks (Meta, X, Bluesky...)

[01/2023 – 12/2024] **Software Engineer @ Remini, Android**

Bending Spoons

Developing main features, shaping them with PMs and designers, iterating rapidly on experimental ones, prioritizing tasks, coordinating with other engineers, updating stakeholders, product and process monitoring, sharing knowledge and documenting resources, maintaining a large codebase.

[07/2022 – 12/2022] **Software Engineer @ Splice, Android**

Bending Spoons

Developing complex UI for the main screen of a video editor app, optimizing performance, using cutting-edge technology, managing a long lasting project.

[02/2022 – 06/2022] **Software Engineer Intern, Android**

Bending Spoons

Master's thesis: "Evolution of Architectures for Graphical User Interfaces on Android"

[05/2023 – 12/2023] **Game Developer, Unity3D**

Developing a small [videogame](#) with a music producer for the release of his next EP, working part-time in parallel to my job at Bending Spoons.

Game Design, Game Programming, Level Design, Pixelart.

[08/2019 – 03/2021] **App Developer, Android**

Developed LoRWiki, the first unofficial wiki app for Legends of Runeterra.

[02/2018 – 04/2019] **App Developer, Android**

Developed Bolganone, a companion app for Fire Emblem Heroes.

The app reached >10k users with 4.8 star rating.

[12/2017 – 06/2019] **Primary School Teacher**

Address: 43123, Parma, Italy

Teaching Computer Science to 4th and 5th grade kids through video game development in a private school. Basic logic, math and programming with Scratch and Tynker.

EDUCATION AND TRAINING

[2019 – 2022] **Master Degree in Computer Engineering**

University of Parma

Field(s) of study: Information and Communication Technologies | **Final grade:** 108 | **Level in EQF:** EQF level 7 | **Thesis:** Evolution of Presentation Layer Architectures in Android

Bachelor Degree in Computer, Electronics and Telecommunications Engineering

[2015 – 2019]

University of Parma

Field(s) of study: Information and Communication Technologies | **Final grade:** 110/110 cum laude | **Level in EQF:** EQF level 6 | **Thesis:** Design and Implementation of a VoIP Application for Android terminals

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

CREATIVE WORKS

Street Dancer

Practicing Hip Hop and Popping, competing in different choreographic and freestyle contests around all Italy, studying the culture behind street dances.

DJ

DJing at Hip Hop events, clubs, birthday parties and weddings.