Paolo D'Alessandro

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

WORK EXPERIENCE

Bending Spoons

[01/2025 – 06/2025] **Software Engineer @ Loomly, Web Fullstack**

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

Bending Spoons

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

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.

Bending Spoons

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

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

Bending Spoons

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

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

Self-Employed

[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.

Production, Game Design, Game Programming, Level Design, Pixel Art.

[08/2019 – 06/2021] **Android App Developer**

Developed LoRWiki, the first Android companion app for Legends of Runeterra.

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

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**

Teaching Computer Science to 4th and 5th grade kids in a private school through video game development. 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 | **Thesis:** Evolution of Presentation Layer Architectures in Android

[2015 – 2019] **Bachelor Degree in Computer, Electronics and Telecommunications Engineering**

Università degli studi di Parma

Field(s) of study: Information and Communication Technologies | **Final grade:** 110/110 cum laude | **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

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.