ALESSIO FALCHI

WEB DEVELOPER

Inventive and versatile web developer with over eight years of experience. Very focused on responsive, a11y, and semantic UI development. I worked as a single or small team developer and on multi-companies projects. Capable of managing pre-production meetings with designers, and reviews with clients and designers. Experience in leading, mentoring, and reviewing trainee developers.

Enjoyer in interaction design, unusual interfaces, and innovative UX. Problem solver and a quick learner. Very passionate about gamification, storytelling, and aesthetics.

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SKILLS

LANGUAGES

HTML5 CSS3 Javascript

GraphQL TypeScript PHP SQL

CODING TOOLS

SASS TailwindCSS

Bootstrap VueJs ThreeJS

GreenSock jQuery Laravel **Drupal**

PrestaShop **WordPress**

OctoberCMS

DESIGN

Vector Graphic Photo Editing

Graphic Design UX design

UI design Game design

Narrative design **Web Design**

2D animation

EDUCATION

NET ART AND DIGITAL CULTURES

Master of Arts

All exams passed
Dissertation date TBD
@ Academy of Fine Arts of Carrara

MULTIMEDIA ARTS

Bachelor of Arts

2014 - 110/110 cum laude
@ Academy of Fine Arts of Carrara

EXPERIENCES

WEB DEVELOPER, UI/UX AND CROSS-MEDIA DESIGNER

@ Freelance 📅 2016 - present

- Implemented websites and landing pages, from concept through deployment.
- Helped small and new businesses to have an online presence, and be among the first results of the local organic SERP.
- Designed brand identities for new activities and charities.
- Assisted clients in understanding the better solution for starting new projects, or managing/renewing an existing platform.

EXTERNAL WEB DEVELOPER

@ Quivi ⌖ Lucca(IT) / Remote 📅 2015 - 2022

- High development experience in UI/UX development, using different CSS (Tailwind, Bootstrap, and Foundation), Javascript (Vue, AngularJs), and PHP(Laravel) frameworks.
- Independently developed themes for different CMSs (WordPress, Drupal, Prestashop, and OctoberCMS).
- Assessed UX and UI designs for technical feasibility.
- Liaised with clients for reviews, and independently managed bug fixing, multi-device, and cross-browser optimisation processes.
- Led, mentored, and reviewed trainee developers.

TEMP FESTIVAL ORGANIZING STAFF

@ Lucca Comics & Games ⌖ Lucca(IT) 📅 Editions 2013 - 2020

- Managed public venues' key handover, between the various exhibitors.
- Supported exhibitors in hitches and disservices management, or submitting new requests to the festival's organisation.
- Improved several soft skills necessary for fieldwork in a big event, such as teamwork with new people, communication, crisis avoidance and management, public relations, customer service, recognising safety issues, fire safety, and troubleshooting.

INTERESTS

🧪 Zoology, Evolution Debunking

🎲 VtM Cyberpunk

📖 Adams, Gibson Fantasy

⚔ ARPG, RPG Indie