# **ALESSIO FALCHI**

## WEB DEVELOPER

Inventive and versatile web developer with over eight years of experience. Very focused on responsive, ally, 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 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 -

- 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 -**

- 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 -**

- Q Lucca Comics & Games
- 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**



ARPG RPG Indie



V+M Cyberpunk

Adams Gibson Fantasy

Zoology Evolution Debunking