ALESSIO CALORE

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PROFESSIONAL SUMMARY

Front-End Developer with 5+ years of experience building responsive, user-focused web applications using Angular, React, and TypeScript. Skilled in UI/UX design, RESTful APIs, and Agile development. Experienced in both web and game development (Unity, Unreal Engine) with strong cross-platform integration skills.

PROFESSIONAL EXPERIENCE

DGS S.p.A. — Front-End Developer | Rome, Italy | April 2022 – Present

- **April 2022 – September 2022**
  - Designed and developed a **Progressive Web App (PWA)** platform to enhance digital service accessibility for internal users.
  - Leveraged **Angular 13**, **TypeScript**, **RxJS**, **Bootstrap 5**, and **REST API**s integrated with **Swagger** documentation.
- **September 2022 – March 2023**
  - Crafted and maintained **Angular components** for the **Ebit enterprise platform**, ensuring performance and reusability across modules.
  - Integrated **state management** with **NgRx** and **reactive programming** via **RxJS 6** and **Angular Material**.
- **March 2023 – October 2023**
  - Contributed to the development of a **VR Metaverse platform for Enel**, focusing on **immersive user interaction**, **real-time communication**, and **multiplayer synchronization**.
  - Leveraged **Unity3D**, **OpenXR**, **XR Interaction Toolkit**, **Photon PUN 2**, and **Unity Gaming Services** for cross-device VR deployment.
- **October 2023 – May 2024**
  - Realized the **DORA platform** for the **Commission for International Adoptions (CAI)**, enhancing data management and accessibility.
  - Delivered 20+ front-end features using **React** and modern **component-based architecture** with **RESTful API** integration.

- **May 2024 – August 2025**
  - Core contributor to **Bifrost**, a **multi-framework front-end library** enabling sharing of about 34 UI components across **Angular**, **React**, and **Stencil** projects.
  - Focused on cross-framework integration, design system standardization, accessibility (WCAG compliance), and component reusability.
- **July 2024 – August 2025**
  - Engineered **DR-RISE**, an **Ionic**-**based hybrid app** for **community energy management**, integrating Bifrost components and responsive design best practices.
  - Implemented **RESTful API endpoints** with **Swagger documentation**, and ensured **multi-device accessibility**.
- **November 2024 – August 2025**
  - Led **front-end development** of an **internal personnel management platform**, improving UI consistency and data workflows using **Angular** and **Bifrost**.
  - Enhanced **usability**, **performance**, and **accessibility**, ensuring compliance with enterprise standards and cross-browser compatibility.
- **January 2025 – Present**
  - Developing a **web platform for RFI (Rete Ferroviaria Italiana)** focused on **data visualization** and **operational process management**.
  - Built using **React 18**, **Redux**, **Redux-Saga**, and **AntDesign**, with integration of **REST APIs**, **Swagger documentation**, and **accessibility-first design** principles.
  - Responsible for implementing **state management**, **API-driven workflows**, **responsive layouts**, and **performance optimization** for large data sets.
  - Collaborated with Agile teams using **Git**, **Azure DevOps**, and **CI/CD pipelines** for continuous integration and deployment.

Paccofacile.it — Front-End Developer | Aprilia, Italy | July 2021 – April 2022

- Led the **redesign and front-end redevelopment** of **Paccofacile.it**, **Paccofacile PRO**, and an **internal ticketing management tool**, improving UI performance and maintainability.
- Adopted **responsive web interfaces** and **modular components** using **Vue.js**, **Vue CLI**, **Vue Router**, **Bootstrap Vue**, **Vuex**, and **Vue-i18n**.
- Enhanced **user experience (UX)** and **cross-browser compatibility** through optimized layouts, accessibility improvements, and consistent UI behavior.
- Cooperated with back-end developers to integrate **Laravel (Blade templates)** and **RESTful APIs**, ensuring seamless data exchange and robust architecture.
- Utilized **Docker** for environment containerization and local development consistency.
- Improved data handling and interactivity with **jQuery**, **DataTables**, **Moment.js**, and **Twitter Typeahead** for dynamic content rendering.
- Contributed to the adoption of **Agile methodologies** and **version control best practices** with **Git**, facilitating efficient teamwork and continuous delivery.

SMID S.r.l. — Front-End Developer | Rome, Italy | September 2020 – July 2021

- Programmed and managed **responsive websites** and custom **WordPress themes** for a digital marketing agency, including **WooCommerce** integrations for e-commerce clients.
- Designed **UI/UX layouts** and produced visual assets using **Adobe XD** and **Photoshop**, ensuring consistent brand identity and accessibility compliance across client websites.
- Implemented **front-end functionalities** with **HTML5**, **CSS3**, **JavaScript**, and **jQuery**, optimizing load performance and cross-browser compatibility.
- Created **3D environments**, **interactive virtual tours**, and **visual assets** using **Blender**, **Shapespark**, and **3D Vista**, improving client engagement through immersive experiences.
- Worked together closely with designers and marketing teams in an **Agile workflow**, ensuring timely project delivery and adherence to quality standards.

Tredweb S.r.l. — Front-End Developer | Nettuno, Italy | January 2020 – May 2020

- Developed and upkept 13 **responsive websites** and **web applications** for marketing clients, focusing on usability and cross-browser compatibility.
- Produced and updated **front-end interfaces** using **HTML5**, **CSS3**, **JavaScript**, and **jQuery**, ensuring enhanced performance and visual consistency.
- Employed **ASP.NET** and **Bootstrap 4** frameworks to create scalable and maintainable front-end architectures.
- Coordinated with back-end developers to integrate **C# logic** and **MySQL databases**, enabling dynamic data management and seamless functionality.
- Participated in **full development cycles**, from UI design to deployment, following **Agile methodologies** and **version control** best practices.

EDUCATION

Kingston University — Bachelor's Degree in Games Technology | London, United Kingdom | September 2016 – May 2019

EQF Level 6

- Completed a **Bachelor's Degree in Games Technology**, with a strong focus on **game development**, **software engineering**, and **3D asset creation**.
- Acquired hands-on experience in **C++, C#**, and **game engine scripting**, developing multiple academic and personal projects available at https://yggahs.github.io/.
- Created prototypes and interactive simulations using **Unity3D** and **Unreal Engine**, applying principles of **real-time rendering**, **physics simulation**, and **optimization**.
- Produced 3D models and textures using **Blender**, **Autodesk Maya**, and **Adobe Photoshop**, integrating assets into functional gameplay environments
- Strengthened collaboration, debugging, and project management skills through **team-based projects** simulating professional development pipelines.

I.T.I.S. Luigi Trafelli — Information Technology Diploma | Nettuno, Italy | September 2010 – June 2015

EQF Level 4

- Completed a **Diploma in Information Technology** with a strong foundation in **computer science**, **software development**, and **technical systems engineering**.
- Specialized in **C++ programming**, developing algorithms and software applications focused on problem-solving and computational logic.
- Gained practical experience in **web development** using **HTML5** and **CSS3**, including the design and implementation of interactive web pages and basic user interfaces.
- Studied **electronics**, **mechanics**, and **industrial automation**, building a broad understanding of multidisciplinary technical systems.
- Participated in **collaborative laboratory projects** simulating real-world technical environments, strengthening teamwork, communication, and project management skills.
- This rigorous education established the core technical and analytical abilities that supported my later growth in software and front-end development roles.

TECHNICAL SKILLS

Programming Languages

C#, C++, Java, JavaScript (ES6+), TypeScript, HTML5, CSS3, SQL

Front-End & Web Development

Angular (13–16), React, Vue.js, ASP.NET, Bootstrap 4/5, Ionic, Stencil, RESTful APIs, RxJS, NgRx, Redux, Redux-Saga, AntDesign, WordPress (including WooCommerce), Responsive Design, Accessibility (WCAG), Swagger, JSON, AJAX

Game Development

Unity3D, Unreal Engine, Godot Engine, OpenXR, XR Interaction Toolkit, Photon PUN 2, Unity Gaming Services

3D Modeling & Asset Creation

Blender, Autodesk Maya, Shapespark, 3D Vista, Adobe Photoshop (textures & post-processing)

UI/UX & Design Tools

Figma, Adobe XD, Adobe Photoshop, UI/UX Design, Wireframing, Prototyping, Design Systems, User Testing

Version Control & Collaboration

Git, GitHub, Azure DevOps, Bitbucket, CI/CD Pipelines, Agile & Scrum Methodologies

Other Tools & Technologies

Docker, REST API Integration, API Documentation (Swagger), Cloud Services (basic), Adobe Premiere

LANGUAGES

Italian — Native

English — C2 (Full Professional Proficiency)

Experienced in using English for **technical documentation**, **team communication**, and **collaboration in international development environments**.