Alessio Calore

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Portfolio: https://yggahs.github.io/

Summary

Passionate Front-End Developer and Games Technology specialist with a strong background in programming, problem-solving, and rapid learning of new technologies. My career spans diverse projects, including game development, VR platforms, web applications, and advanced UI/UX design. Proficient in industry-standard tools and languages such as C++, JavaScript, HTML, CSS, and frameworks like Angular, React, and Unity3D, I excel in creating innovative solutions and adapting to new challenges.

Driven by my enthusiasm for game development, I have cultivated expertise in engines like Unity3D and Unreal Engine, as well as asset creation using Blender and Autodesk Maya. My proven problem-solving abilities and adaptability are reflected in the wide array of technologies and frameworks mastered over my career, as demonstrated throughout my professional experience.

Experience

DGS S.p.A.   April 2022 - Present
Developer   Rome, Italy

- **April 2022 – May 2022**:
  Development of a Progressive Web App platform for DGS
  Technologies used: Angular 13, RxJS 6, TypeScript, Bootstrap 5, REST API, Swagger.

- **May 2022 – September 2022**:
  Development of an online platform for managing business services
  Technologies used: Angular 13, TypeScript, Bootstrap 5, REST API, Swagger.

- **September 2022 – March 2023**:
  Development of Angular components for the Ebit platform
  Technologies used: Angular 14, RxJS 6, TypeScript, Angular Material, NgRx.

- **March 2023 – October 2023**:
  Development of a VR platform in the metaverse for Enel
  Technologies used: Unity3D, OpenXR, XR Interaction Toolkit, Photon PUN 2, Unity Gaming Services.

- **October 2023 – May 2024**:
  Development of the DORA platform for CAI (Commission for International Adoptions)
  Technologies used: React.

- **May 2024 – Present**:
  Development of Bifrost, a proprietary multi-framework library
  Technologies used: Angular, React, Stencil.

- **July 2024 – Present**:
  Development of DR-RISE, an app for community energy management
  Technologies used: Ionic, Bifrost components.

- **November 2024 – Present**:
  Front-End development of an internal personnel management platform for DGS
  Technologies used: Angular, Bifrost components.

Paccofacile.it   July 2021 - April 2022
Front-end Developer   Aprilia, Italy
Redesign and development of the new version of Paccofacile.it, Paccofacile PRO, and the internal ticketing tool.
Technologies used:

- **Front-End:** HTML, CSS, JavaScript, jQuery, Bootstrap 5, DataTables, Moment.js, Twitter Typeahead.

- **Back-End:** Laravel (Blade templates), PHP.

- **Containerization:** Docker.

- **Front-End Framework:** Vue.js, Vue CLI, Vue Router, Bootstrap Vue, Vuex, Vue-i18n.

SMID S.r.l.   September 2020 - July 2021
Front-end Developer   Rome, Italy

Web development for a web marketing agency. Responsibilities included:

- UX design and graphics for websites.

- Development of websites using WordPress (including WooCommerce).

- Creation of 3D environments and other assets using Blender.

Technologies used:

- **Front-End:** HTML5, CSS, JavaScript, jQuery.

- **Back-End:** PHP.

- **Design Tools:** Adobe XD, Photoshop.

- **3D & Virtual Tools:** Shapespark, 3D Vista package, Blender.

Tredweb S.r.l.   January 2020 - May 2020
Front-end Developer   Nettuno, Italy

Web development for a web marketing agency. Responsibilities included website development and maintenance using the following technologies:

- **Programming Languages:** C#, JavaScript, jQuery.

- **Frameworks and Tools:** ASP.NET, Bootstrap 4.

- **Markup and Styling:** HTML5, CSS.

- **Database:** MySQL.

Education

Kingston University   September 2016 – May 2019
Games Technology   Bachelor's degree
EQF Level 2

Bachelor's degree in Games Technology, focused on game development, programming, and asset creation using various tools. The course included the development of multiple projects (some of which are available at https://yggahs.github.io/) using game engines such as Unity3D and Unreal Engine. Asset creation involved tools like Blender, Autodesk Maya, and Photoshop for textures.

I.T.I.S. Luigi Trafelli   September 2010 – June 2015
Information Technology   Diploma

During my studies at this state technical-industrial institute, I gained a strong foundation in computer science and programming, with a particular focus on C++ as well as web development using HTML and CSS. The program provided comprehensive technical training, including:

- **Programming:** Development of algorithms, software applications, and problem-solving using C++.

- **Web Development:** Design and implementation of basic web pages and interfaces using HTML and CSS.

- **Technical Disciplines:** Study of electronics, mechanics, and industrial automation to build a well-rounded understanding of technical systems.

- **Projects and Labs:** Hands-on experience in collaborative projects, simulating real-world technical environments and fostering teamwork.

This rigorous education laid the groundwork for my skills in programming, problem-solving, and technical development, which have been essential throughout my career.

Skills

Programming Languages

C#, C++, Java, Javascript, TypeScript

Web Development

Angular, ASP.NET, Bootstrap 5, CSS, HTML5, React, Vue.js, WordPress (including WooCommerce)

Game Development

Godot Engine, Unity3D, Unreal Engine

3D Modeling and Asset Creation

Blender, Autodesk Maya, Shapespark, 3D Vista package

Design and UI/UX Tools

Adobe Photoshop, Adobe XD, Figma, UI/UX Design

Version Control

Git, Azure

Other Tools and Technologies

Docker Agile Methodologies Adobe Premiere

Soft Skills

Problem Solving, Teamwork

Languages

Italian : Mothertongue

English : C1