

Alessio Ganzarolli

aleganza.dev

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Projects

- **akuse** 375,000+ downloads *TypeScript, React, Electron, GraphQL*
Developed a popular cross-platform desktop application for media streaming and tracking, featuring real-time synchronization with third-party APIs. Implemented a clean and intuitive interface for managing user watchlists and enhancing content discovery.
- **Plenty Of Armors** 2,300,000+ downloads *Java, Pixel Art*
Published a successful Minecraft mod featuring custom-designed armors with unique textures and abilities, created using pixel art and Java code. Expanded gameplay by adding variety and customization options for players, enhancing their experience.
- **Galilei: The Game** *Unity, Pixel Art*
Developed a video game in Unity featuring pixel art that allows players to explore my high school, the Galilei Institute. The game includes educational content that showcases the school's history and interactive elements.
- **Salta Ebbasta / Lil Run** 30,000+ downloads *Pixel Art*
Designed characters, obstacles, and environments in pixel art for this mobile game. The game reached the top trending spots on both the App Store and Play Store.

Experience

- **Freelance – App & Web Development** *Solo Developer*
Design and develop custom web and mobile applications tailored to client needs. Collaborate with startups and companies to implement new features, optimize performance, and support ongoing development.
- **Microsoft Imagine Cup 2023** *Team Leader*
Developed an AI-powered app prototype that generates personalized outfits, using Microsoft Azure to integrate APIs. Focused on creating innovative fashion solutions based on user preferences and wardrobe.

Skills

Languages/Tools: Javascript, Typescript, React, React Native, NextJS, Svelte, Electron, Firebase, Tailwind, SQL
Competencies: UI/UX Design, Web Scraping, Quick Learner, Teaching, Pixel Art
Certifications: English B2

Education

Erasmus student at University of Almeria
B.S. in Software Engineering

Almeria, Spain
September 2024 - February 2025

University of Ferrara
B.S. in Computer Science, expected graduation year: 2025

Ferrara, Italy
September 2022 - Present

ITIS Galileo Galilei
High School Diploma in Computer Science, GPA: 3.7/4.0

Ostiglia, Italy
September 2017 - July 2022