# Alessandro **Gilardi**

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## >LANGUAGES AND TECHNOLOGIES
- **Proficient:** JavaScript, ReactJS, Node.js, Express, Java, MongoDB, jQuery, HTML5, CSS3, Handlebars, Git
- **Exposure:** Redux, Python, Django, C, Objective-C, Mocha, Sass, Grunt, SQL, MySQL, Heroku

## >PROFESSIONAL EXPERIENCE
**NYU Institute of Mathematical Sciences | Grader - Internet Technology | New York, NY**          Sep. 2016 - May 2017
- Collaborated with professor to provide comprehensive feedback for homework and projects in JavaScript and Node.js to over 45 students.
- Reduced grading time by more than 25% each week by programming Mocha.js test files to automate testing of JavaScript functions required for homework.
- Eliminated 30+ terminal commands per week from each engineer's workload by developing Bash scripts to automate homework downloads and dependency installations.

**NYU Bobst Library | Desktop Support Assistant | New York, NY**          Sep. 2015 - Aug. 2017
- Provided technical support for over 200 library employees and more than 25,000 undergraduate students, troubleshooting wi-fi connectivity issues and bugs in proprietary NYU software.
- Maintained over 100 public desktop computers and 18 printers, ensuring I/O devices functioned properly.
- Assisted 50 patrons daily with rentals and usage of library equipment (laptops, connection cables, projectors).

## >EDUCATION
**B.A. Computer Science, *New York University***          May 2017

## >PROJECTS
**Ball is Life | Software Engineer | live | code**          2016
***Social media application for basketball fans to share and comment on highlight videos.***
- Implemented all 5 main application views and corresponding error pages handling HTTP 404 responses with JavaScript, Node.js, and Express.
- Architected data model for storing user profile and comment information for 50+ engineers using MongoDB, and engineered AJAX API for video filtering, reducing page loads and refreshes by 100%.
- Reduced application codebase by over 30% by automating code minification using JavaScript and Grunt.

**MTG Booster Tutor | iOS Software Engineer | code**          2015
***Game based on popular card game Magic: The Gathering where users simulate the rush of opening card packs.***
- Crafted all 3 main application views: the pack opening game mode, the draft game mode, and a virtual card collection for native iOS devices using Objective-C.
- Reduced application size by over 300 megabytes by using MTGJSON API in conjunction with online card database to load images versus storing images locally.

**Coat for Arms | Software Engineer**          2014
***Weather application providing users with daily clothing recommendations based on temperature preference.***
- Programmed custom JavaScript algorithm for adjusting temperature based on 10 different user preferences.
- Integrated Google Maps API in conjunction with OpenWeatherMap API into JavaScript front end to locate users via geolocation and retrieve appropriate weather information.

**Settlers of Catan | Software Engineer | code**          2012
***Recreation of world famous board game "Settlers of Catan" using Java-based GUI.***
- Engineered logic to handle clicks in various coordinates on screen corresponding to over 20 different actions using Java and Processing.

## >LEADERSHIP + AWARDS
**4th Place, Collegiate StarLeague Dota 2 Tournament (out of over 80 teams)**          2017
**Avid Sneaker Collector (10+ rare pairs)**          2012 - Present