**Rodolfo Stefano Soncini Frainer**

github.com/nellymaw – www.linkedin.com/in/rodolfofrainercoder – rodolfo\_frainer@hotmail.com – +353 899404918

Full Stack Developer

*An enthusiastic junior developer currently enrolled in a Full Stack Software Development Diploma with Code Institute and keen to get into the tech industry to develop my coding skills further. I bring an excellent background from hospitality, crisis management experience, great teamwork, a keen eye for details and client service. Logical, good with communication, and always improving working style – also a serious gamer!*

Technical Skill Set Soft Skills Set

|  |  |  |
| --- | --- | --- |
| * ***HTML5*** | * ***PHP*** | * ***Time management*** |
| * ***CSS*** | * ***SassCSS*** | * ***Teamwork*** |
| * ***JavaScript*** | * ***JestJS*** | * ***Communication*** |
| * ***Python*** | * ***JQuery*** | * ***Crisis management*** |

Recent Projects

As part of my Course I’m currently developing and deploying a series of websites and programs as my Portfolio Projects to be assessed, the most recent ones are:

**Latest Hackathon:** [**https://github.com/nellymaw/hackathon-love-team7**](https://github.com/nellymaw/hackathon-love-team7)

**Latest HTML & CSS project:** [**https://github.com/nellymaw/pilates-4-life**](https://github.com/nellymaw/pilates-4-life)

**Latest JavaScript project:** [**https://github.com/nellymaw/password-generator**](https://github.com/nellymaw/password-generator)

**Latest Python Project:** [**https://github.com/nellymaw/google-sheet-password-vault**](https://github.com/nellymaw/google-sheet-password-vault)

Education and Training

**Education:**

**November 2021- November 2022** Code Institute – Diploma in Software Development

**October 2021** Ecollege.ie – Introduction to programming using Python

Microsoft 98-381:MTA: Introduction to programming using Python

**September 2021** Ecollege.ie – Introduction to programming using HTML and CSS

Microsoft 98-383:MTA: Introduction to programming using HTML and CSS

***Professional Experience:***

**Milano Pizzeria Limerick December 2021 – Present**

**Waiter**

*It is my responsibility as one of the staff that deals directly with customers to be efficient, friendly, and attentive to details.*

* Meeting customers' expectations and needs – and sometimes anticipating them.
* **Checking, organizing, and preparing bookings retrieved from the database.**
* **On need, coordinating the support staff to ensure patron’s comfort.**
* **Being friendly but still efficiently meeting sales targets.**

**Time off to upskill February 2021 – December 2021**

**Milano Pizzeria Limerick November 2019 – February 2021**

**Pizzaiolo**

*It was my responsibility to follow orders sent by the front of house and create, following the company’s standards, the dishes to be served at the correct moment.*

* **Prepare the working space with an adequate amount of food for the day.**
* **Ensure that my co-workers had had their deserved/needed rest.**
* **Planning and preparing team members to deal with the spectated day ahead. (Change work plan for the shift if needed/possible to ensure training of newer co-workers whilst still ensuring productivity)**
* **Ensure Cost-efficiency.**

**Time off to upskill September 2019 – November 2019**

**Tang Cafe August 2018 – September 2019**

**Head Chef**

*It was my responsibility to follow orders sent by the front of house and create, following the company’s standards, the dishes to be served at the correct moment.*

* **Be able to communicate future intent to purchase and also be able to keep supply chain on weekly basis.**
* **Clear communication to ensure that the menu changes are concise through all stores.**
* **Ensure that instructions for weekly menu overhaul are followed.**
* **Be considerate with the time to ensure productivity on time slots.**

*Previous roles responsibilities also consisted in:*

* Using available data, predict usage of stock and need of personnel.
* Interview, recruit, and training of new staff.
* Good communication with higher-ups and co-workers.
* Revision and maintenance of working tools provided by the company.

Other

* **Crafting survival PC games – I can’t get enough of them!**
* **Learning Unity Game Engine and C#**
* **Learning Unreal Game Engine and C++**
* **Reading/Audiobooks**
* **Video Editing (not my forte but I still love it)**

**References are available upon request.**