

# Francesco E. Giannini

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[LinkedIn](#) • [Portfolio](#) • [Github](#)

## PROFESSIONAL SUMMARY

I am a Software Developer (Independent Projects) with experience building and deploying web applications using React, Astro, & JavaScript. My background as a professional music producer has given me a proven record of shipping complex, deadline-driven projects and managing end-to-end production. I'm strong at rapidly learning new technologies, integrating APIs, and delivering production-ready software in fast-changing environments.

## TECHNICAL & BUSINESS EXPERIENCE

### Web & Game Development

May 2022 - Present

- Built & deployed 8+ responsive websites using React, Astro, JavaScript, HTML, & CSS, including a [full-stack web application](#) with authentication and API integration; deployed via CloudFlare pages & GitHub.
- Developed and published a [commercial game](#) on Steam using Unity (C#), implementing custom gameplay systems, asset pipelines, audio integration, and release management.
- Created multiple frontend applications ([quiz](#), [weather](#), [productivity](#)) and a [Node.js CRUD blog](#), demonstrating REST API integration, state management, and modern build workflows with Vite.
- Led end-to-end development of [10+ indie games](#) using Unity and Godot, managing architecture, feature implementation, testing, and public releases.

### Music Producer

May 2019 - Present

- Founded & managed original music project (100M+ combined global streams), overseeing technical production, creative direction, & branding.
- Produced music for artists across major (Atlantic, Epic, Armada) & independent labels.
- Negotiated & finalized licensing contracts ensuring legal & financial compliance.
- Managed business operations & finances, handling budgeting, revenue, & partnerships as a self-run venture.
- Directed & collaborated on marketing & promotion strategies, growing audience engagement across platforms such as Spotify, reaching a peak of 400k+ monthly listeners.

### Sponsorships & Media Intern at Live Nation

Sep 2018 – Dec 2018

- Supported sales team by preparing reports, research, & pre-call notes on potential sponsorships.
- Designed & updated pitch decks & client-facing materials for account managers.
- Maintained & revamped venue information databases (one-sheets, spreadsheets).
- Collaborated across medium sized team operations & events, including providing interview transcriptions & providing on-site support.

## SKILLS

- **Languages & Frameworks:** JavaScript, TypeScript, React, Astro, Node.js, HTML, CSS, Tailwind
- **Platforms & Tools:** Git/Github, Vite, Cloudflare Pages, Firebase, Unity (C#), Godot (GDScript)
- **Developer Tools:** VSCode, Github, REST APIs
- **Other Tools:** Microsoft Office, Google Drive, Ableton Live, Pro Tools, Davinci Resolve, Canva
- **Languages:** English (fluent), Italian (fluent), Spanish (basic)
- **Intangibles:** Self-starter, detail oriented, adaptable, fast learner, organized, bilingual, motivated

## EDUCATION

Syracuse University, Syracuse, NY

2015-2019

B.S. In Bandier Program For Music & The Entertainment Industries

GPA: 3.87/4.0 Summa Cum Laude

Dean's List For Academic Achievement Awarded Every Semester at Syracuse University