

CHRISTIAN STAMATI

Fullstack Developer



ABOUT

I'm a software developer with a strong interest in web applications. I leverage my UI/UX background to create user-friendly and functional solutions.

WORK EXPERIENCE

We Wear Nov 2020 — Present  
Fullstack Developer

I develop user interfaces in Next.js to manage body measurements and oversee advanced cloud-streamed rendering applications using Unreal Engine.

NABA Feb 2021 — May 2021  
Technical Artist

I supervised the technical aspects of Unreal Engine in the execution of a virtual production experiment. I developed tools to improve navigation in the virtual set.

EDUCATION

NABA 2017 — 2020  
Degree in New Technologies

I attended the New Technologies for Applied Arts, where I focused on a course in Game Programming.

ISSM 2014 — 2017  
Diploma in Graphic Design

I began my journey in the web development world by studying the basics of HTML, CSS, and JavaScript. Through this, I learned how to create effective and visually appealing user interfaces.

TOOLING

Next.js  
Svlete  
.NET  
SQLite  
Git  
Tailwind  
Unity  
Unreal

SKILLS

UX/UI  
3D Modelling  
Problem solving  
Rapid prototyping  
Software architecture

PROJECTS

Modesto Bertotto  
[bit.ly/cs-modesto](https://bit.ly/cs-modesto)  
2023

We Wear App (Beta)  
[bit.ly/cs-wwapp](https://bit.ly/cs-wwapp)  
2022

Virtual Production  
[bit.ly/cs-vp](https://bit.ly/cs-vp)  
2020

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