# Andrea Venuta

## Front-end developer, designer and graphics programmer.

Offering consulting services on web development, graphics programming and related technologies: HTML5, CSS3, Javascript, WebGL, SVG, Canvas 2D, game engine development, 3D modeling and rendering.

### Education

**MSc Finance & Risk Management**
Università degli Studi di Firenze — ongoing

**Informatica SS. MM. FF. NN.** — **103/110**
Università degli Studi di Firenze — 2008/2015
Thesis: *Procedural Content Generation and Real-time Rendering Algorithms*

**Diploma di Perito Informatico** — **100/100**
I.T.I.S. "T. Buzzi" — 2007/2008

### Professional experience

**Standouter.com** — **08/2011 - 08/2012**
Fullstack web developer

**GWC World** — **08/2011 - 06/2013**
Fullstack web developer

**Interfase s.r.l.** — **08/2012 - present**
Front-end web developer

### Contacts


Mobile: +39 339 4971144
Web/blog: http://veeenu.github.io
E-mail: venutawebdesign@gmail.com
http://github.com/veeenu
http://twitter.com/veeeeenu
http://linkedin.com/in/andreavenuta


### Front-end Web Development

Javascript is the programming language I'm most proficient in. I have experience in optimizing computationally intense algorithms, exploiting the latest web standards, implementing graceful degradation and designing consistent, fault-tolerant, cross-browser behaviors.

Javascript HTML5 CSS3 CommonJS RequireJS Grunt Browserify Bower NPM GNU Make HTML5 API WebWorkers Canvas SVG Angular.js Backbone.js D3.js SnapSVG Highcharts

### Graphics Programming

I study and work with 3D modeling and rendering algorithms. I'm familiar with the OpenGL pipeline and various mathematical methods of describing and rendering geometry. On occasion I like to write about them in my blog. In my BSc thesis in Computer Science, I discussed a grammar-based approach to procedural geometry generation, and a functional approach to real-time procedural texturing.

WebGL OpenGL Shading algorithms Procedural content generation GLSL Three.js Real-time Rendering Augmented reality Graphics Engine Design

### Computer Science

I believe a scientific approach to software design to be fundamental to achieve the best possible results in terms of code correctness, mantainability and efficiency. Moreover, relying upon academical findings and research can greatly aid in finding elegant solutions to complex problems.

Functional programming Formal languages Complexity Artificial Intelligence Neural networks Signal processing Digital image processing Algorithms Data Visualization

### Other skills

**Back-end web development**
Node.js Express.js PHP MySQL Wordpress Java EE6 Tomcat Maven JAX-RS Servlets JSP JPA JDBC

**Programming and tools**
Scala Haskell Java SE C/C++ x86 assembly Perl Python Bash scripting Adobe Photoshop Adobe Illustrator Git VCS Cloud Computing Social networking APIs Vim

**System administration**
GNU/Linux FreeBSD OpenBSD NetBSD AMP stacks nginx Security