

Personal profile

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| Name and surname | Daniele Gazzelloni |
| Address | 38650 Playa de Las Américas, St. Cruz de Tenerife, Spain |
| Phone number | +34 685-931048 |
| E-mail | daniele@danielegazzelloni.com |
| Internet website | http://www.danielegazzelloni.com/ |
| Country | Italy |
| Birth date | 17/04/1988 |
| Sex | M |
| Current/last working position occupied | Senior Web Application Developer |
| Languages spoken | Italian, English, Spanish |

Education

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|---------------------------|--|
| Date | June 2013 |
| Certificate obtained | Java / J2EE full course |
| Professional achievements | <ul style="list-style-type: none">- Java SE- J2EE web application development- Servlets- JSP- Eclipse IDE- Struts framework- Apache Tomcat- Socket, network programming- Sessions, serialization |
| Institute name and type | Wizards Consulting Group |

Education

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|---------------------------|---|
| Date | November 2012 |
| Certificate obtained | Bachelor Degree in Computer Engineering |
| | Thesis: <i>“Integration of an anti-plagiarism software into an e-learning system”</i> |
| Professional achievements | Computer Networks (web programming): <ul style="list-style-type: none"> - Development of a plugin for Moodle LMS v1.9.3 - Integration with an external anti-plagiarism tool, “similarity-tester”, into my PHP code - Integration with an external vectorial graphic library, "Graphviz", to draw run-time graphics and nodes. Tecnologies: <ul style="list-style-type: none"> - PHP - Moodle LMS v1.9.3 |
| Institute name and type | University of Rome “La Sapienza” |

Education

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| Date | 2007 |
| Certificate obtained | High School Degree |
| Institute name and type | Scientific High School "Innocenzo XII", Anzio (RM), Italy |

Professional experience

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|-----------------|---|
| Date | December 2015 - September 2018 |
| Position | Senior Web App Developer, freelance |
| Location | Remote |
| Job description | Full-stack web/mobile development - Wordpress dev and content management |

Developer and maintainer of "*Acquirly*", a review generation tool I built from scratch for 33 Mile Radius. Acquirly is an hybrid app built on top of Meteor, a full-stack platform Javascript platform I felt in love since 2015.

Development of this app took roughly 6 months - been developing new features and maintaining the code for another 2 years or less.

The app can be currently reached out at <https://acquirly.33mileradius.com/>, or downloaded for free from Google Play and Apple Store (account required).

Parallel to this I've done mostly frontend work for the company, like enhancing websites and building internal tools and plugins.

Main responsibilities

- Full-Stack web/mobile development and maintenance
- Wordpress development and content management
- API dev (company internal tools, experimental features, etc)
- Documentation

Technologies used

- Meteor.js
- MongoDB
- Docker
- Apache Cordova
- NGINX webserver
- PHP, Wordpress
- Javascript / jQuery / AJAX
- CSS3 / HTML5
- Trello / Slack
- Git, Bitbucket
- Shell scripting

Team size: 1-3, depending on task assigned

Company name and address

33 Mile Radius
 6133 Rockside Rd #400, Independence, OH 44131, USA
<https://www.33mileradius.com/>

Professional experience

Date **December 2017 - January 2018**

Position Website developer, freelance

Location Remote

Job description **Wordpress development**

Full Wordpress theme development, from design idea to product delivery.

Main responsibilities

- Wordpress theme development

Technologies used

- Wordpress
- Javascript / jQuery / AJAX
- CSS3 / HTML5

Team size: 1

Company name and address

Chantal Biondi

Photographer based in Paris

<http://www.chantalbiondi.com>

Professional experience

Date **October 2015 - November 2015**

Position Full stack developer, freelance

Location Remote

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| Job description | <p>Backend development - React.js components - RESTful APIs</p> <p>Dashboard components for Credijusto, a Mexican bank.</p> <p>Skills used involved Twitter Bootstrap, React.js, writing RESTful APIs, web hooks and API protection mechanisms. Backend stack in Node.js/Express/PostgreSQL.</p> <p>Main responsibilities</p> <ul style="list-style-type: none"> - Backend and frontend development - Documentation <p>Technologies used</p> <ul style="list-style-type: none"> - Node.js - Express.js - React.js - PostgreSQL - jQuery / AJAX - CSS3 / HTML5 - Asana - Git, Github <p>Team size: 1</p> |
| Company name and address | <p>Credijusto</p> <p>Boulevard Miguel de Cervantes Saavedra 233, Pent Office (piso 16), Granada, 11520 Ciudad de México, CDMX, Mexico</p> <p>http://www.credijusto.com/</p> |

Professional experience

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| Date | June 2015 - August 2015 |
| Position | Backend developer, freelance |
| Location | Remote |

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| Job description | ThreeJS WebGL editor - Node.js, Javascript Development of backend components (Node.js, REST) and client-side components of a WebGL model editor written in Three.js (https://threejs.org/), a Javascript 3D library. Main responsibilities <ul style="list-style-type: none"> - Front end development, mainly maintenance and bug fixing - Back end development Technologies used <ul style="list-style-type: none"> - JavaScript (CoffeeScript) - Node.js - ThreeJS - jQuery - CSS3/HTML5 - Bugzilla - Mercurial - Ubuntu 15.04 / Mac OSX Team size: 2 |
| Company name and address | NewNeed Srl. Startup / online business http://viewtwoo.com/ |

Professional experience

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| Date | April 2015 - June 2015 |
| Position | Full stack & web development |
| Location | Remote |

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| Job description | <p>Freelance Web Application Developer on Upwork</p> <p>Frontend and backend web application developer on Elance / Upwork. Various little projects here and there.</p> <p>My Upwork profile:</p> <p>https://www.upwork.com/freelancers/~01cd82d9743d60f9d1 (account needed)</p> <p>Main responsibilities</p> <ul style="list-style-type: none"> - Frontend, backend development <p>Technologies used</p> <ul style="list-style-type: none"> - Node.js - Angular.js - CSS3/HTML5 - Unity 3D Pro 4.3.3 - MySQL - MongoDB - Ubuntu 15.04 <p>Team size: 1</p> |
| Company name and address | <p>Upwork</p> <p>http://www.upwork.com/</p> |

Professional experience

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|----------|---------------------------------------|
| Date | September 2014 - February 2015 |
| Position | Backend developer, freelance |
| Location | Pomezia (RM), Italy / Remote |

Job description

"Hermes", Import Export Enterprise Portal

Main developer of an import-export enterprise managerial portal. The software was mainly built in Node.js and Ext.js, respectively for the back-end and front-end. RabbitMQ, RESTful API, modularity, redundancy and security was the keywords.

This enterprise application was conceived as modular and connected with a front-end web interface built in Ext.js.

Each Hermes module communicated with each other through an AMPQ queue messaging system and through HTTP/FTP requests. I also developed a strong authentication management server in a different, remote and dedicated machine.

I've been also in charge of writing the documentation on the document management platform (FTP/SFTP, Alfresco Community), doing some database management (Oracle), writing the notifying systems (email, SAP, direct sockets) and logging.

Unit Testing through Apache jMeter.

Main responsibilities

- Back-end development
- Testing and debugging
- Database management

Technologies used

- Node.js
- Alfresco Community 3.4
- Apache Tomcat 8.0.11
- Apache JMeter
- RabbitMQ AMQP Server 3.3.5
- Oracle 11g
- Redmine
- SVN
- ProFTPD
- Ubuntu 14.04 LTS

Team size: 2-4

Company name and address

Technology Trading Consulting srl,
Via Cavour 108, 00184 Roma, Italy

Professional experience

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|--------------------------|--|
| Date | February 2014 - July 2014 |
| Position | Game developer, freelance |
| Location | Pomezia (RM), Italy / Telecommute |
| Job description | <p>"Il Richiamo dell'Avventura", a 3D Windows game with educational and rehabilitational purposes</p> <p>Developed using the popular game engine Unity 3D Pro 4.3.3 (TypeScript / C#).</p> <p>Main responsibilities</p> <ul style="list-style-type: none"> - Environment maker and customization - Animations and game mechanics programming - In-Game User Experience (i.e. HUD) - Debugging - Testing <p>Technologies used</p> <ul style="list-style-type: none"> - Unity 3D Pro 4.3.3 - TypeScript - C# - Adobe Photoshop CS6, GIMP - Redmine (issue tracker) <p>Team size: 2-4</p> |
| Company name and address | <p>Technology Trading Consulting srl, Via Cavour 108, 00184 Roma, Italy</p> |

Professional experience

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|----------|---------------------------------------|
| Date | July 2013 - October 2013 |
| Position | Junior Software developer, in-company |
| Location | Pomezia (RM), Italy |

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| Job description | Wizards Consulting Group Testing and development of Windows desktop apps using C# and .NET framework. I also used to be the team CSS specialist, prototyping new ideas from paper to code. Technologies used <ul style="list-style-type: none"> - C#/.NET - HTML/CSS using common HTML standards - JavaScript - Microsoft Visual Studio 2010 - Microsoft Visual Studio 2008 - Microsoft Team Foundation Server Team size: 6-8 |
| Company name and address | Wizards Consulting Group, Piazza B.Cocuzza 30, 00040 Pomezia (RM), Italy |

Professional experience

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|--------------------------|--|
| Date | April 2012 – April 2013 |
| Position | Web designer and developer, freelance |
| Location | Remote |
| Job description | Web designer and developer of my little own business Beginning of my freelance activity: Websites development in PHP, JavaScript and CSS. jQuery was the cool stuff of the moment those years. Mostly local clients. Technologies used: <ul style="list-style-type: none"> - PHP - xHTML / CSS - MySQL - WordPress - JavaScript / jQuery Team size: 1 |
| Company name and address | Danny's Arts (ex http://www.dannysarts.net) |

Professional experience

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|--------------------------|---|
| Date | May 2009 – June 2009 |
| Position | Software developer, freelance |
| Location | Remote |
| Job description | <p>Software development</p> <p>My first software development job, I probably wasn't fully aware of what I was doing.... but in the end I delivered a full desktop application built from scratch (the old Windows 98!), providing also documentation and website.</p> <p>Named LottoSintesi the software was about the game of "Lotto", one of the most popular Italian gambling game. The aim of this Windows app was to provide statistical data basing on live analysis.</p> <p>Software documentation was released in TXT and PDF formats. The web site, written in HTML/PHP, was basically used for sponsoring and publishing the product across internet.</p> <p>Technologies used:</p> <ul style="list-style-type: none"> - C/C++ - Windows API - Zlib - PHP (website) - HTML/CSS (website) <p>Tools:</p> <ul style="list-style-type: none"> - Microsoft Visual Studio 6.0 <p>Team size: 1</p> |
| Company name and address | Private (Italy) |

Personal skills

Native/s Italian

Other language/s

| <i>Self-assessment</i> | Comprehension | | Spoken | | Written |
|---------------------------|----------------------|-----------|---------------|-----------------|--------------------|
| <i>European level (*)</i> | Listening | Reading | Interaction | Oral production | Written production |
| English | C2 | C2 | C2 | C2 | C2 |
| Spanish | C2 | C2 | C1 | C1 | C1 |

(*) Common reference table for languages

(**) A1- elementary level; B1-intermediate level; C1-advanced level; Native-total mastery

Personal and social skills

- Independence, autonomy
- Good communicator
- Flexibility (time, technologies, ...)
- Time management
- Provider of good documentation
- Working under deadlines

Informatic and Engineering skills**Development:**

HTML5, CSS3, JavaScript ES5/ES6, Node.js, Meteor.js, React.js, PHP, CoffeeScript, TypeScript, REST APIs

Frameworks:

Express.js, Angular.js, jQuery, ThreeJS, Twitter Bootstrap, Wordpress

Database:

MySQL, Oracle, MongoDB

OS:

Windows, OSX, Linux

Repository, Bug Tracking & Project Management:

Grunt, SVN, Git, Mercurial, Redmine, Bugzilla, Microsoft Team Foundation Server, Trello, Slack, etc...

Other:

Unity 3D Game Engine, RabbitMQ AMQP Server, Unix-like command line shell, ...

Open source publications

SIM-Plagiarism, a PHP plugin developed for Moodle v1.9, a Learning Management System commonly used in universities and public institutes.

It was conceived and developed as a project for my bachelor thesis. The plugin has been published in the Moodle official plugin directory at the following URL (not maintained anymore):

***[https://moodle.org/plugins/view.php?
plugin=assignment_uploadcode](https://moodle.org/plugins/view.php?plugin=assignment_uploadcode)***

"SIM-Plagiarism is a plagiarism detection plugin for Moodle 1.9. that use the similarity-tester and Graphviz packages."*