

Personal profile

Name and surname Daniele Gazzelloni

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Internet website http://www.danielegazzelloni.com/

Country Italy

Birth date 17/04/1988

Sex M

Current/last working position

occupied

Web App and Frontend Developer

Languages spoken Italian, English, Spanish

Education

Date June 2013

Certificate obtained Java / J2EE full course

Professional achievements - Java SE

- J2EE web application development

- Servlets

- JSP

Eclipse IDEStruts framework

- Apache Tomcat

- Socket, network programming

- Sessions, serialization

Institute name and type Wizards Consulting Group

Education

Date November 2012

Certificate obtained Bachelor Degree in Computer Engineering

Thesis: "Integration of an anti-plagiarism software into an e-learning

system"

Professional achievements Computer Networks (web programming):

- 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:

- PHP

- Moodle LMS v1.9.3

Institute name and type University of Rome "La Sapienza"

Education

Date 2007

Certificate obtained High School Degree

Institute name and type Scientific High School "Innocenzo XII", Anzio (RM), Italy

Professional experience

December 2015 - September 2018 Date

Position Web App and Frontend Developer, freelance

Location Remote

Job description Full-stack web/mobile development - Wordpress dev and content

management

Developer and maintainer of "Aquirly", a review generation tool I built from scratch for 33 Mile Radius. Acquirly is an hybrid app built on top of Meteor, a fullstack 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 responsabilities

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

Technologies used

- Meteor.is
- 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 responsabilities

- 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

Job description

Backend development - React.js components - RESTful APIs

Dashboard components for Credijusto, a Mexican bank.

Skills used involved Twitter Bootstrap, React.js, writing RESTful APIs, web hooks and API protection mechanisms. Backend stack in Node.js/Express/PosgreSQL.

Main responsabilities

- Backend and frontend development
- Documentation

Technologies used

- Node.js
- Express.js
- React.js
- PostgreSQL
- jQuery / AJAX
- CSS3 / HTML5
- Asana
- Git, Github

Team size: 1

Company name and address

Credijusto

Boulevard Miguel de Cervantes Saavedra 233, Pent Office (piso 16), Granada, 11520 Ciudad de México, CDMX, Mexico

http://www.credijusto.com/

Professional experience

Date June 2015 - August 2015

Position Backend developer, freelance

Location Remote

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 responsabilities

- Back end development
- Maintenance and bug fixing of client-side code

Technologies used

- 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

Date **April 2015 - June 2015**

Position Full stack & web development

Location Remote

Job description Freelance Web Developer on Elance-oDesk

Frontend and backend web application developer on Elance-oDesk, now formerly Upwork. Various little projects here and there.

My Upwork profile:

https://www.upwork.com/freelancers/~01cd82d9743d60f9d1 (account needed)

Main responsabilities

- Frontend, backend development

Technologies used

- Node.js
- Angular.js
- CSS3/HTML5
- Unity 3D Pro 4.3.3
- MySQL
- MongoDB
- Ubuntu 15.04

Team size: 1

Company name and address

Upwork

http://www.upwork.com/

Professional experience

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 responsabilities

- 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 issue tracking
- 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

Date February 2014 - July 2014

Position Game developer, freelance

Location Pomezia (RM), Italy / Telecommute

Job description "II Richiamo dell'Avventura", a 3D Windows game with educational and

rehabilitational purposes

Developed using the popular game engine Unity 3D Pro 4.3.3 (TypeScript / C#).

Main responsabilities

Environment maker and customization

- Animations and game mechanics programming
- In-Game User Experience (i.e. HUD)
- Debugging
- Testing

Technologies used

- Unity 3D Pro 4.3.3
- TypeScript
- C#
- Adobe Photoshop CS6, GIMP
- Redmine (issue tracker)

Team size: 2-4

Company name and address **Technology Trading Consulting srl**,

Via Cavour 108, 00184 Roma, Italy

Professional experience

Date **July 2013 - October 2013**

Position Junior Software developer, in-company

Location Pomezia (RM), Italy

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

- 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

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, mostly playing with code.

Technologies used:

- PHP
- xHTML/CSS
- MySQL
- WordPress
- JavaScript / jQuery

Team size: 1

Company name and address

Danny's Arts (ex http://www.dannysarts.net)

Professional experience

Date May 2009 - June 2009

Position Software developer, freelance

Location Remote

Job description Software development

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.

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.

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.

Github: https://github.com/dangzo/lotto-sintesi

Technologies used:

- C/C++
- Windows API
- Zlib
- PHP (website)
- HTML/CSS (website)

Tools:

- Microsoft Visual Studio 6.0

Team size: 1

Company name and address Private (Italy)

Personal skills

Native/s Italian

Other language/s

Self-assessment	Comprehension		Spoken		Written
European level (*)	Listening	Reading	Interaction	Oral production	Written production
English	C2	C2	C2	C2	C2
Spanish	C2	C2	C1	C1	C 1

^(*) Common reference table for languages

Personal and social skills

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

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

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

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