



# Daniele Gazzelloni

Frontend JavaScript developer

📍 SANTA CRUZ DE TENERIFE, 38650, SPAIN

## Details

Av. Rafael Puig Lluvina 34,  
S.Cruz de Tenerife, 38650, Spain  
[daniele@danielegazzelloni.com](mailto:daniele@danielegazzelloni.com)  
[www.danielegazzelloni.com](http://www.danielegazzelloni.com)

DATE / PLACE OF BIRTH

1988-04-17

Aprilia, LT

NATIONALITY

Italian

## 🌐 Social Profiles

[Github](#)

[LinkedIn](#)

## 🌐 Languages

English

Spanish

Italian

## 📋 Core skills

JavaScript (ES8)

Vue / Vuex

React / Redux

Node.js

Meteor.js

## 📋 Secondary

CSS3, HTML5

Vuetify, Nuxt

jQuery / AJAX

GraphQL

TypeScript

Bootstrap, Material UI

## 👤 Profile

Frontend developer with strong focus on **JavaScript** technologies like **React**, **Vue** and **TypeScript**.

- I graduated in Computer Engineering in 2012 and *I work remotely* since then.
- In the last 4 years I built and maintained a business web/mobile app as a single product developer.
- I have a full stack background (**Node.js**) but I'm addicted **Vue.js** and **TypeScript**
- I put huge efforts in delivering high quality code following common best practices (KISS, DRY, good code organisation and readability, etc.)
- I have experience working in small teams and **startup environment**.
- I fluently speak **English**, **Spanish** and **Italian**.

## 🎓 Education

Bachelor of Computer Engineering,  
University of Rome "La Sapienza", Rome

November 2012

*"Integration of an anti-plagiarism software into an e-learning system"*

Thesis focused on web programming skills, including:

- Development of an e-Learning Management System plugin (**PHP**, **JavaScript**).
- Integrating an anti-plagiarism command line tool ("similarity-tester", by Dick Grune) as part of the platform code.
- Integrating Graphviz, an vectorial graphic drawing library, to draw graphs at run-time.

## 👛 Employment History

Full-stack developer at Saavu, remote

November 2018 – July 2019

Building and maintaining core components at [saavu.io](http://saavu.io): a mass communication web app based on a friendly chat interface which makes easier reaching, interacting and planning activities with a large crowd of people.

I learned my way across all the stack, having to regularly deal with strong type checking (**TypeScript**) and code refactoring for maintainability, tons of automations (**shell scripting**, **docker**) and a growing complex database structure (**Postgres SQL**, **GraphQL**). **Node.js** on one side, **Vue/Vuex** with **Vuetify/Nuxt** on the other.

**Main responsibilities:**

- Writing good quality code, easy to read and to maintain
- Writing frontend components
- Writing backend API actions
- Working with DB functions, tables and permissions
- Writing unit and integration tests with **Cypress.io**

## Frontend development for SpotQuest, remote

November 2018 – June 2019

Development of a **React** frontend for [SpotQuest](#), a platform for frame contracts built with **Node.js** as backend.

## Full-stack developer at 33 Mile Radius, remote

December 2015 – August 2018

Developer and maintainer of "**Aquirly**", a reviews generation tool I built from scratch for 33 Mile Radius. Acquirly is an hybrid app built on top of **Meteor**, a full-stack JavaScript platform based on **Node.js**.

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

For 33 Mile Radius I've done frontend work like on WordPress or other company internal tools in **PHP** and **JavaScript**.

### Main responsibilities:

- Full-stack web and mobile development
- Frontend development
- Wordpress development and content management
- Writing documentation

## Website development for Chantal Biondi, remote

December 2017 – January 2018

<http://www.chantalbiondi.com/> - full **WordPress** theme development, from design idea to product delivery.

## Full-stack development at Credijusto, remote

October 2015 – November 2015

One month work writing dashboard components for [Credijusto](#), a Mexican bank.

Twitter **Bootstrap**, **React.js**, RESTful APIs and web hooks for frontend. Backend stack on **Node.js/Express/PosgreSQL**.

## Full-stack developer at NewNeed Srl., remote

June 2015 – August 2015

Development of backend services (**Node.js**, REST APIs) and client-side components of a WebGL model editor written in **Three.js** (<https://threejs.org/>), a Javascript 3D library.

## Web development at Elance/Upwork, remote

April 2015 – November 2015

Full stack and all-around web development at Elance-oDesk, now formerly Upwork. Core focus on **Node.js** and the MEAN stack (**MongoDB**, **Express.js**, **Angular.js** and **Node.js**)

My Upwork profile: <https://www.upwork.com/freelancers/~01cd82d9743d60f9d1>  
(account needed)

PHP

Wordpress development

MongoDB, NoSQL

MySQL, PostgreSQL

Git

Docker

Shell scripting

Webpack

### ♥ Hobbies

Rock climbing, running, tennis and generally doing sport and outdoor activities. Oh, and video games and movies, of course!

## Backend developer at Technology Trading Consulting, remote

[September 2014 – February 2015](#)

**“Hermes”, an enterprise portal - import-export industry.**

Main developer of an import-export enterprise managerial portal, conceived as modular, written in Node.js and connected with a Ext.js front-end web interface. Each core module communicated with each other through an AMPQ queue (RabbitMQ, similar to the SMS messaging system) and through HTTP/FTP requests. I also developed a strong authentication management server in a different, remote and dedicated machine. Database used was Oracle.

### Main responsibilities:

- API development
- Unit tests, debugging
- Writing documentation

## Game development at Technology Trading Consulting, remote

[February 2014 – July 2014](#)

**“Il Richiamo dell’Avventura”**, a 3D Windows game written for educational and rehabilitation purposes. Developed with Unity 3D Pro (4.3.3) game engine, coding mainly on **TypeScript** and **C#**.

### Main responsibilities:

- UI, sounds, game scenes design and modelling
- Writing code for the AI, animations (scripting) and in-game mechanics
- Testing and debugging
- Writing documentation

## Junior Software Dev. at Wizard Consulting Group, Pomezia, Italy

[July 2013 – October 2013](#)

Testing and development of Windows software using **C#** and **.NET** framework. I also used to be the team CSS specialist, prototyping new ideas from paper to code.

## ■ Courses

Java / J2EE full course, Wizards Consulting Group, Pomezia, Italy

[May 2013 – June 2013](#)

## ▣ OPEN SOURCE PUBLICATIONS

### SIM-Plagiarism

[November 2012](#)

A PHP plugin developed for Moodle v1.9, a e-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 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 uses the similarity-tester and Graphviz packages.”***