Daniele Gazzelloni

Full-stack JavaScript developer

◉ SANTA CRUZ DE TENERIFE, 38650, SPAIN

Details

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DATE / PLACE OF BIRTH

1988-04-17
Aprilia, LT

NATIONALITY

Italian

👤 Profile

Full-stack developer with strong focus on **JavaScript** technologies like **React**, **Vue**, **Node.js** and **Meteor.js.**

- 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'm pretty good with **React** but **Vue.js** is where I really shine.
- I might not be a rockstar developer, but I always strive to deliver DRY high quality code.
- I have experience working in small teams and **startup environment**.
- I fluently speak **English**, **Spanish** and **Italian**.

Social Profiles

Github

LinkedIn

🌐 Languages

English

Spanish

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.

📊 Core skills

JavaScript (ES8)

Vue / Vuex

React / Redux

Node.js

Meteor.js

💼 Employment History

Full-stack developer at Saavu, remote

November 2018 – July 2019

Building and maintaining core components at 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**

📊 Secondary

CSS3, HTML5

Vuetify, Nuxt

jQuery / AJAX

GraphQL

TypeScript

Bootstrap, Material UI

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 withUnity 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

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