

DANIELE PELLEGRINI

Software Engineer

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[github](#) | [linkedin](#)

SUMMARY

As an engineer, my goal is to make contributions to modern software tooling that helps people live their lives and enriches their ability to create. Whether making records with Grammy-Award-winning artists or developing software, I strive for elegant solutions that leave customers noticing the attention to detail.

SKILLS

Javascript, Python, Swift, React, Express, SQL, PostgreSQL, Django, GitHub, Pro Tools, Logic

EXPERIENCE

Sep-Dec 2022	Software Engineering Fellow at General Assembly	NEW YORK, NY
	<ul style="list-style-type: none">• Learned all of the languages/frameworks listed in the skills section above• Applied said languages to the development of web applications listed below• Took on leadership roles to get group projects across the finish line including:<ul style="list-style-type: none">◦ Establishment of git branching conventions and GitHub merge conflict management◦ Code review and debugging to ensure projects met requirements by specified deadlines.	
	Web Applications Include:	
	<ul style="list-style-type: none">• “Vimotional”: a web game for Vim novices. (github)<ul style="list-style-type: none">◦ Used HTML and CSS to wireframe the game template.◦ Implemented Javascript for DOM manipulation to create interactive game functionality.• “Pokémern”: a MERN stack project Pokémon info page(github)<ul style="list-style-type: none">◦ Built a custom backend API with MongoDB and Express to grab data from Pokeapi.co◦ Built React components to display clickable sprites creating a modal with relevant info.• “League Of Legends Web Clone”: a full CRUD MERN stack project(github)<ul style="list-style-type: none">◦ Scrubbed data from free Riot Games and built custom full crud API◦ Made connections between React app backend deployed MongoDB server.◦ Established git-hub branching norms and managed merge conflicts in remote git-hub repos• “Talkin Shmack (Twitter Clone)”: a full CRUD MERN stack project(github)<ul style="list-style-type: none">◦ Established React component structure and made post and reply functionality◦ Set up and deployed back end Django web application to supply the front end with data.◦ Reviewed all code before merging to the final github production branch.	
Jun.-Sep. 2022	Product Researcher for Web3 Builders	NEW YORK, NY
	<ul style="list-style-type: none">• Gathered data pertaining to the nature of NFT scams for a seed stage startup (\$7M raised) building security tooling in web3.• Managed customer interview and data gathering program that informs company data models.• Compiled analytical documentation for internal company use, as well as external publication.	
2016-2021	Recording Mixing and Mastering Engineer	NASHVILLE, TN
	<ul style="list-style-type: none">• Served as a recording engineer for Grammy-Award-Winning artists such as Shania Twain, Daughtry, and Maren Morris under producer Jacquire King.• Operated recording hardware and software to capture performances.• Via Pro Tools, edited and arranged recordings in preparation for post production.• Compiled, tuned and timed vocal/instrumental takes in post production.• Conducted media captures for recording tutorial content. (Mix With the Masters, Puremix, The Recording Revolution, Produce Like a Pro)	
2012-2014	Assistant to the CEO / Sales Engineer at Tarr Technology Consulting	NEW YORK, NY
	<ul style="list-style-type: none">• Wrote project proposals for prospective and existing clients• Designed a system for the progressive billing of commissioned projects.• Installed, tested and troubleshoot commissioned AV systems.	
<u>EDUCATION</u>		
2007-2011	HARVARD COLLEGE A.B. in Government, May 2011 Harvard Rowing (2008 Eastern Sprints Gold Medalist)	CAMBRIDGE, MA
2015-2016	BLACKBIRD ACADEMY Studio Engineering Certificate, March 2016	NASHVILLE, TN
2022	GENERAL ASSEMBLY Certificate Of Completion, Dec 2022	NEW YORK, NY