

Contacts:

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📍 Italy | The Netherlands

About Me

I am a multidisciplinary and approachable developer who is eager to improve his skills in designing and creating state of the art products for end users.

My drive and motivation are fueled by the challenge of creating functional, UX-friendly websites that appeal to the users.

Interests

I have a wide range of interests extending from advanced domotics to figurative art, reason for which I am often involved in carrying on a side-project, be it an aerial switch or an artistic project exploring ultrasounds.

I also have a passion for tutoring, in fact, I have always been involved in volunteering and teaching, from 2014 to 2016 I've been a Part-Time Tutor for High-School students, and in 2019 I gave lessons at my university about the Unity game engine.

Elia Chiarucci

[LINKEDIN](#)[GITHUB](#)[PORTFOLIO](#)

Front-end Developer

2018 - present

During university and in the past two years, I have had the opportunity to challenge myself in creating different web applications for both didactic and professional purposes, I also built a variety of tools out of my personal interest for experiment.

Tech Stack:

Front-end:

HTML | CSS | JavaScript | React | TypeScript | React Native

Others:

PHP | NodeJS | Express | MongoDB | Firebase | GitHub | DigitalOcean | Linux kernel

Now learning:

Java | Angular

Projects

- Anthropocene.otf [Link](#)

Developed the Front-End Part of the website using a combination of Javascript, HTML and CSS.

Anthropocene.otf is a parametric typeface that will change its design based on the air pollution level in the world; the project aims to give people awareness about their air quality. Project winner of the "Federico Alessandri Prize" in 2019.

- Polpo di Fulmine [Link](#)

Autonomously developed the mobile application with React Native, PHP, and MySQL, following the functional and technical requirements set by the client.

Polpo di Fulmine is a food delivery app tailor-made to the specific requirements of the client, it handles multiple shipping methods as well as baking jar returns.

The client is also given all the tools necessary to manage the app and the menu.

For the payment part, Stripe is integrated.

- R.A.C.

Through the use of Arduino and an underlying system built in Java, single-handedly developed, designed and assembled a remote antenna control to overcome unpredictable main aerial displacement due to adverse weather conditions, automatically tuning and mapping DTV signal and pointing the antenna in a preferable direction.

Education

IronHack

Full-Stack Web Development intensive course | 360 hours

- Technologies: HTML & CSS, Javascript (ES6), React, NodeJS, MongoDB, Express, Git & GitHub
- Methodologies: Code best practices, SCRUM, Agile
- Teamwork: 3 Group projects in total and at least 3 group exercises per week

Bachelor of Arts, BA

New Technologies for the Arts

- Subject studied: Web Design & Development with HTML & CSS, Javascript, P5js, Processing, Photography & Video Production, Adobe Suite (Photoshop, Illustrator, Lightroom, Dreamweaver)
- Accomplished 10+ successful group projects often focused on code-related artistic ideas.
- Showed my projects in the "Blooming Festival" exhibition 2018ed. in Pergola, Italy, and in the "IsNaN" exhibition in Urbino, Italy.