# Lorenzo Rivosecchi

I'm a Web Developer with 5 years of experience in the field. I'm currently working at Assist Digital as a Frontend Developer. I have a background in Computer Music and my passions are music, technology and design.



#### **Skills**

I'm a passionate coder with a strong interest in user experience and accessibility. Here are a few technologies I have worked with:



## **Experience**

#### **Assist Digital (2023 - Present)**

I'm the lead frontend developer on service line dedicated to generative AI. I work with the team to design and develop web applications to showcase our AI solutions. My stack includes React, TypeScript, TailwindCSS, Tanstack Query, Gitlab, Vite.

### La Colonia (2019 - 2023)

I worked as a frontend developer on a wide range of projects. From marketing webistes to E-Commerce and interactive web applications. During my time at La Colonia I helped the company to optimize the development process by introducing new tools and deployment strategies. Here are a few examples of projects I worked on:

- https://andreacaputo.com
- https://karlaotto.com
- https://akfc66.gr
- https://veneziafc.it

## Freelance (2022 - Present)

I have worked on a few projects as a freelance developer. Here are a few examples:

https://eneatoldo.com

- https://eneatoldo.studio
- https://lacortedeimiracoli.it
- https://fibonacid.net

### Education

In april 2020 I have graduated from the Milan Conservatory with a Bachelor degree in Electronic Music. As part of my thesis I created a web application to play music with friends over the internet using Electron JS and SuperCollider. The project can be found here

# **Blog posts**

- How to make a ChatBot using HTTP streaming with LangChain and Express
- The best way to fetch data from Sanity (using zod)
- Consuming Web Streams with useState, SWR and React Query
- Taming the HTML dialog with React and TailwindCSS
- Consuming Web Streams with useState, SWR and React Query
- SEO friendly infinite scroll for Shopify themes

For more posts visit my blog