

Daniele Tortora | Senior Software Engineer (UX/UI & AI)

✉ Email

🌐 Website

🐙 GitHub

🌐 LinkedIn

📍 Zurich, Switzerland

As a software engineer with over 8 years of experience, I've built my career on a core belief: that the most powerful systems are defined by their human experience. This principle, shaped by my background in psychology, drives me to bridge the divide between complex software architecture and elegant, intuitive user interfaces.

I put this philosophy into practice across the full stack by delivering modern frontend applications, designing robust APIs, and building the scalable, distributed backend systems that power them. I am now keenly focused on applying this user-centric approach to the world of AI, ensuring that intelligent systems are not only powerful but also accessible and intuitive.

WORK EXPERIENCE

SNYK

Full Stack Engineer

May 2024 - Present

Zurich, Switzerland - Hybrid

- Led UI development for a strategic 2025 initiative, delivering an AI-assisted web interface enabling enterprise customers to define custom SAST sanitizers. This self-service solution saved security teams hundreds of hours previously spent on manual sanitizer implementation. Orchestrated cross-team collaboration and managed complete UI development lifecycle using Vue 3, TypeScript, and modern tooling.
- Championed company-wide AI adoption, participating in internal trials of cutting-edge GenAI tools (e.g., Gemini, Claude, Windsurf, Cursor, Agentic Workflows). Delivered company-wide presentations and produced comprehensive training materials on GenAI-enhanced workflows, enabling developers across the organization to significantly increase their productivity.
- Enhanced Snyk's Open Source offering by designing and implementing AI-powered features for Deepcode AI, a Software Composition Analysis engine serving 500K+ daily scans. Architected and deployed scalable microservices using Golang, TypeScript, and Node.js across multiple Kubernetes clusters (AWS, GCP)
- Architected a distributed performance optimization strategy for Deepcode AI's analysis engine, designing a multi-tiered caching architecture that reduced p95 latency by 65% and enabled 3x throughput scaling. Led cross-functional initiative to establish SLOs and implement comprehensive observability (Datadog, Prometheus, OpenTelemetry), resulting in 99.9% uptime for enterprise customers.

FRONTIERS

Technical Lead

Feb 2023 - May 2024

Zurich, Switzerland - Remote

- Led a team of 6 developers in the development and launch of Brink UI, a Vue 3 Component Library built in TypeScript, aligned with a new Design System. Delivered the library from inception to alpha within 5 months, piloted across multiple projects. The library's adoption reduced UI development time by 30%, while enhancing cross-project consistency and streamlining component reuse and maintenance.
- Led DevOps efforts within the team, implementing CI/CD pipelines using monorepo tooling (Lerna, NX, Node.js, GitHub Actions) and streamlining release processes (alpha, beta, stable) for efficient distribution via the NPM registry. Established a collaborative release review process with Designers and QAs, reducing defect rates and enhancing cross-functional teamwork focused on quality.
- Conducted research into open-source libraries and build tooling to ensure compatibility with frameworks such as Vite, Nuxt.js, and Tailwind. Developed custom Storybook plugins using AST parsing to enhance the Vue authoring experience. Contributed to the Storybook roadmap, identifying and addressing key bugs within the Vue ecosystem.

META (FACEBOOK)

Frontend Engineer (Contract)

Jun 2022 - Feb 2023

Zurich, Switzerland - Hybrid

- Collaborated with the Mapillary team (acquired by Meta) to integrate their platforms and infrastructure into Meta's ecosystem. Developed a strategic roadmap for the gradual migration and worked closely with stakeholders to identify and implement effective solutions.
- Partnered with the Facebook and Instagram Design System teams to explore the deployment of an independent Design System/Component Library tailored for Mapillary products, with a potential Headless system based on Facebook's library.
- Led the rewrite of the Mapillary website, migrating from Next.js to React, PHP, and Facebook CMS. Achieved a 36% improvement in Accessibility, a 17% boost in Performance, and a 25% increase in SEO scores. Enhanced Core Web Vitals, reducing First Contentful Paint (FCP) by 20% and Largest Contentful Paint (LCP) by 60%, significantly improving

user experience. Spearheaded the implementation of internationalization (i18n) for Mapillary web apps (Angular, TypeScript), enabling localization across 24 languages to improve accessibility and reach.

TUNDRA

Senior Frontend Engineer

Nov 2021 - Jun 2022

Zurich, Switzerland - Hybrid

- Pioneered web security enhancements on WholesaleCoop.com by designing an improved authentication strategy and implementing the entire UI authentication flow.
- Directed Tundra.com’s e-commerce platform transition to a hybrid rendering model using Next.js, yielding a 20-40% improvement in Core Web Vitals metrics.

TRAY.AI

Senior Frontend Engineer

Jan 2021 - Oct 2021

London, UK - Remote

- Led the transition of Tray Documentation from Gatsby to Next.js, creating a custom compiler for interactive page generation. This improved content publishing time by 60% for technical writers and increased documentation engagement by 45% through enhanced interactivity and search capabilities.

OVO ENERGY | NOBLE LTD | LONDON BOROUGH OF HACKNEY

Software Developer

Sep 2016 - Jan 2021

London, UK - Hybrid

- At OVO, I developed an interactive map across Web, Android, and iOS using React, React Native, Mapbox and React Map GL.
- At Noble, I contributed to the development of Noble Vision, a real-time network threat dashboard, transitioning the app from an Electron-based desktop application to a web-based solution using React, Redux, TypeScript, and GraphQL.
- At Hackney, I built web features using Angular, TypeScript, C#, and .NET Core

EDUCATION

Università degli Studi di Napoli Federico II	Naples, Italy
MSc Clinical Psychology. Grade: 110/110	2012-2015
Università degli Studi di Napoli Federico II	Naples, Italy
MSc Psychology. Grade: 110/110	2008-2012

SKILLS

Languages: TypeScript, JavaScript, Go, PHP, HTML, CSS	Web Technologies: React, Node.js, Next.js, Express, Vue, Angular, GraphQL
AI & Machine Learning: Cursor, Gemini, Claude, OpenAI APIs, Prompt Engineering, Agentic Systems	UX/UI & Design Systems: Storybook, Component Libraries, Design Systems, Figma, Accessibility (WCAG), Core Web Vitals
DevOps Tools: Docker, Kubernetes, Helm, CircleCI, GitHub Actions	Database Systems & Messaging: PostgreSQL, MongoDB, Redis, Kafka, NATS
Cloud Platforms: AWS, Google Cloud Platform	Soft Skills: Communication, Problem-solving, Team Collaboration, Mentoring