

Professional summary

Junior Front-End Developer with hands-on experience building web applications using React, Node.js, and REST APIs. Skilled in developing responsive user interfaces, implementing authentication workflows, and integrating backend services. Background in UX/UI and graphic design, combining technical implementation with user-centered design principles.

Technical Skills

- Languages: Java, C#, JavaScript (ES6+)
- Frontend: React, Angular, HTML5, CSS3, Responsive Design
- Backend & APIs: Node.js, RESTful APIs, JWT Authentication
- Testing & QA: Selenium, Cucumber, Gherkin
- Tools & Design: Git, Jira, Figma, Adobe Creative Suite
- Game Development: Unity Engine (C# scripting)

Selected Projects

MyFlix – Full-Stack Movie App (React, Node.js, MongoDB, JWT) | 06/2025 – 07/2025

[Github](#) | [Live Link Demo](#)

- Built a modern, user-friendly movie platform using React and Node.js, implementing JWT authentication, responsive UI with Bootstrap, and MongoDB integration for secure data storage, enabling users to browse, search, and manage favorite movies while improving usability and engagement.

Pokédex-App – Responsive Pokédex (HTML, CSS, JS, PokéAPI) | 03/2025 – 04/2025

[Github](#) | [Live Link Demo](#)

- Developed a fully responsive Pokédex using vanilla JavaScript with dynamic API data fetching, implementing search and filtering functionality to enhance accessibility and user experience.

Professional Experience

Manual and Automated Testing Consultant | Bit SPA, Italy | 05/2023 – 07/2024

- Conducted functional and end-to-end testing for authentication and profile management features, ensuring compliance across EMEA and NA regions.
- Maintained and improved automated test scripts using Selenium and Cucumber, reducing manual testing time by 25%.
- Verified translations and UI consistency across web and mobile platforms, enhancing global user experience and release stability.

XR/AR Developer Intern (Unity, C#) | Bit SPA, Italy | 12/2022 – 05/2023

- Developed XR/3D applications using Unity and C#, focusing on performance optimization and interactive user experiences.
- Designed UX/UI prototypes in Figma for the XR project, creating landing pages and internal interfaces aligned with usability and accessibility principles.
- Collaborated with cross-functional teams to ensure visual consistency between the 3D application and its web presentation.

Design & 3D Development Experience | Italy | 2017 – 2022

- Developed a virtual 3D museum with interactive navigation systems to enhance digital accessibility and user engagement.
- Delivered graphic and interior design projects for small businesses, coordinating prototypes and production workflows.
- Designed product collections and visual assets aligned with market trends, collaborating with R&D teams to improve final outputs.

Educations & Certifications

- Software Engineering Program | CareerFoundry, Germany | 06/2025 – 02/2026
- Angular 13 + TypeScript | Bit SPA | 04/2023 – 06/2023
- Full-Stack Developer (FE/BE) | Develhope | 06/2022 – 12/2022
- Java Developer (FE/BE) | IFOA Academy | 02/2022 – 05/2022
- Google IT Support (Junior Specialization) | Coursera | 10/2021 – 01/2022
- Design Project for Children | IED – Istituto Europeo Design | 2013 – 2016

Languages

Italian (Native) - English B1- German B1