

NAME IVAN LIMONTA LUVILLE

ABOUT ME

I am a passionate programmer, occasional system administrator, PC enthusiast, and dedicated video game player.

I used to be a basketball and football fan until I embarked on a complex and all-consuming relationship with Netflix and American TV series. Despite that, I promise I have a life outside the screen.

I love traveling, both with my imagination and my trusty suitcase, exploring the world and attending as many punk concerts as possible.

My love for snowboarding, the gym, and motorbikes rounds out what some might jokingly call "a red flag." However, my volunteering for the Red Cross and my two cats, according to my friends, balance things out with plenty of "green-flag" energy."

I am very exuberant—did I mention that? I consider myself friendly and approachable, with a knack for adapting to different situations and fitting seamlessly into diverse groups of people.

Oh, and I'm a big fan of barbecues. And craft beer.



from Bergamo with Love

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EXPERIENCE

SOFTWARE ENGINEER

Cloudacademy, Mendrisio - Switzerland, 09/2021

I have worked on the enterprise side of the product, focusing on developing and maintaining features primarily related to dashboards, which integrate external services for data, as well as the application's authentication system, built using Auth0.

I have also focused on testing methodologies across the platform at all levels, including unit, integration, interaction, end-to-end (e2e), and contract testing.

SOFTWARE ENGINEER

openmind, Monza - Italy, 09/2020 - 09/2021

I worked on large-scale projects as part of teams with multiple members, taking on two key roles:

- Frontend Developer: Created visual components using React, Redux, and TypeScript.
- Backend Developer: Developed the editorial section of projects using Salesforce Commerce Cloud, primarily utilizing Page Designer.

Frontend Developerr

Yourbiz srl, Treviolo - Italy, 07/2017 - 09/2020

I was primarily responsible for creating markup based on PSD designs provided by designers for websites, web apps, or mobile apps, depending on the client's needs.

I worked with Angular.js to develop integrations for the back office used by the Backend department (Umbraco).

I utilized libraries such as THREE.js, D3.js, GSAP, Anime.js, and others to render and create animations, as well as to develop features from scratch.

Additionally, I gained experience with React Native and Flutter.