

EMANUELE VELLA

SOFTWARE ENGINEER

manyujob@gmail.com | Tokyo, Japan | github.com/manyuvll

WORK EXPERIENCE

LEAD SOFTWARE ENGINEER

TOKYO, JAPAN | 2022/03 - PRESENT

リードプラス株式会社 - REACTJS | TYPESCRIPT | DJANGO

- Led a team of 3 to 4 front-end engineers in overseeing all technical aspect of the remake of our main application in an agile environment.
- Reduced deployment duration by 84% through the implementation of new front-end toolings and new CI/CD pipelines, resulting in a faster development cycle.
- Achieved a 90% reduction in login time by modularly decoupling the initial payload across various modules of the app.
- Resolved scalability issues which previously limited the maximum number of users.
- Identified design solution to provide missing features in the mobile version of the application.
- Migrated the whole application to typescript resulting in a significant reduction in bugs and improved code readability.
- Implemented code quality checks using tools like Husky and Lint Staged, incorporated testing tooling such as Vitest, and extended matchers with jest-dom. Furthermore, Introduced code coverage analysis in pull requests as part of our CI/CD pipelines.

SOFTWARE ENGINEER

TOKYO, JAPAN | 2021/09 - 2022/03

リードプラス株式会社 - REACTJS | EXPRESS

- Integrated the codebase and successfully had my first pull requests merged into production environment in the first weeks of joining.
- Proposed and implemented a new functionality that enables the comparison of various performance metrics among multiples entities.
- Shared my expertise in functional React, facilitating the initiation of the migration process toward its adoption.

FULL-STACK ENGINEER APPRENTICESHIP

VILLENEUVE D'ASCQ, FRANCE | 2018 - 2020

ACCESS-IT - VUEJS | .NET CORE

- Played an integral role in the project for a customer in the field of industrial stock management, actively participating from its inception through to the release. The project involved a team of six highly skilled professionals and followed the Agile Scrum methodology.
- Worked in every aspect of the application, from the layout to the API Rest.
- Designed both the user interface (UI) and the functionalities of an I18n management back office. This solution later evolved into an external service that was not only used internally but also became an additional service for other customers.

FULL-STACK ENGINEER INTERNSHIP

VILLENEUVE D'ASCQ, FRANCE | 2018/04 - 2018/07

ACCESS-IT - VUEJS | .NET CORE

- Contributed to numerous small-scale front-end and backend projects for a prominent client in the real estate industry.
- Assisted in migrating the Vue.js framework components of our customer applications.

FULL-STACK ENGINEER INTERNSHIP

VILLENEUVE D'ASCQ, FRANCE | 2017/04 - 2017/07

ACCESS-IT - REACTJS | .NET CORE

- Actively participated in the remake of an old client application, contributing to the transformation into a new version. The main purpose of this application was to monitor production status and facilitate the ordering of customized products. The project followed Agile (Scrum) methodologies with version control managed through Git.

EDUCATION

ULCO - **MASTER 2** | ENGINEERING OF FREE SOFTWARE

CALAIS, FRANCE | 2019 - 2020

ULCO - **MASTER 1** | ENGINEERING OF FREE SOFTWARE

CALAIS, FRANCE | 2018 - 2019

IUT LENS - **3YEARS UNIVERSITY DEGREE** | DEVELOPMENT AND COLLABORATIVE TOOL

LENS, FRANCE | 2017 - 2018

IUT LENS - **DUT** | COMPUTER SCIENCE

LENS, FRANCE | 2016 - 2017

IUT LENS - **DUT** | COMPUTER SCIENCE

LENS, FRANCE | 2015 - 2016

SKILLS

RECENT WEB STACKS - REACTJS | VUEJS | TAILWINDCSS | VITE | PNPM | STYLED COMPONENTS | VITEST | .NET CORE | DJANGO...

MOBILE - BASICS OF SWIFT-UI AND ANDROID DEVELOPMENT | PWA

DEVOPS - GITHUB | JIRA | AZURE DEVOPS

CLOUD - GCP (BIG QUERY, CLOUD BUILD, CLOUD RUN, APP ENGINE, DATASTORE...), VERCEL, AZURE

DESIGN - BASICS OF FIGMA | ADOBE PHOTOSHOP

LANGUAGES - ITALIAN (NATIVE) | FRENCH (BILINGUAL) | ENGLISH (FLUENT, TOEIC (865/990) IN 2020) | JAPANESE (BASIC CONVERSATIONAL)

HOBBIES - LEARNING NEW TECHNOLOGIES (CURRENTLY SWIFT-UI, UNITY, UE5), MUSIC AND PHOTOGRAPHY

HOBBIES

LEARNING NEW TECHNOLOGIES - CURRENTLY, SWIFT-UI, UNITY OR UE5 WHENEVER I HAVE FREE TIME

PHOTOGRAPHY - I RELY ON MY SMARTPHONE AND, AS A RESULT, AM OFTEN EXPLORING CREATIVE WAYS TO ENHANCE THE QUALITY OF MY PHOTOS