

Alessandro Metta

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SUMMARY

Experienced Software Engineer with a demonstrated history of delivering high quality applications and a proven ability to take projects from inception to completed product.

SKILLS

Languages: Javascript, Typescript, HTML5, CSS3, SCSS

Technologies: React, Redux, React Native, Node.JS, Express, Firebase, PostgreSQL, AWS, GCP, Azure, MongoDB, Docker, Serverless, Heroku

EXPERIENCE

Full Stack Software Engineer

Self-Employed

February 2020 – Present

- Engaged in the development of Web and Mobile Full Stack applications for clients in multiple industries.
- Leveraged Firebase and React Native mobile frameworks to reduce operational costs by over 90%.
- Created comprehensive technical documentation to ensure smooth continuous development of projects.

Senior Full Stack Engineer

Cobalt.io

July 2018 – January 2019

- Delivered business critical features for new product launch 4 weeks ahead of schedule, increasing customer satisfaction.
- Increased development team productivity by 30% with extreme programming sessions.
- Pushed bug fixes and performance improvements that resulted in a 50% reduction for technical support requests.

Founder - Full Stack Engineer

M Technologies LLC

March 2017 – July 2018

- Designed and implemented architectural components of responsive web applications.
- Provided guidance for implementation of clients' design and features.
- Applied custom tailored development tools that reduced turnaround time by 50%.

Software Engineer

PLAYSTUDIOS

October 2014 – February 2017

- Led the development of key social and engagement features that increase app revenue by 10%.
- Implemented common project frameworks and plugins used across all apps, reducing development time by 25%.
- Established new code review standards and processes, reducing critical bugs and overall tech debt by 20%.

Software Engineer

Adecco/Google ATAP Project Tango

July 2014 – September 2014

- Contributed to core development of the Tango Unity SDK.
- Created a suite of debugging tools that led to 2x increase in developer satisfaction.
- Provided support for development teams of key partner applications to showcase the platform capabilities.

Software Engineer

KLab Inc.

November 2013 – June 2014

- Optimized core game systems, boosting performance by 30% for a big segment of user base on lower end devices.
- Improved game stability and user experience across iOS and Android platforms.
- Coordinated development sprints between local and offshore engineering teams.

EDUCATION

Bachelor of Science: Game Development

Full Sail University • Orlando, FL