owsky

NICOLÒ BERTOCCO
Software Developer

+39 351 981 1639
nick.bertocco@gmail.com

owsky.github.io
San Donà di Piave, Italy

I'm an enthusiastic full stack developer eager to constantly learn new things. I'm experienced with and accustomed to full remote working. I'm interested in web development positions that employ modern technologies of the likes of Node.js, Go, React.js and Vue.js

EDUCATION

University of Venice
Bachelor of Computer Science
09 2018 - Present
Academic Excellence in Object Oriented Programming, Software Engineering and Web Development

SKILLS

Familiar	Learning
JavaScript	React.js
TypeScript	Go
Kotlin	Rust
Node.js	C++

WORK EXPERIENCE

Android Developer, Intern @ Cedacri Group
06 2021 - 09 2021
Handled compliance with the European regulation for accessibility in an in-development home banking Android application
Written internal documentation for Android development compliant with the platform's accessibility features
Curated the user experience for users with disabilities

Freelance Blogger, Project Coordinator @ Androidiani
03 2016 - 06 2020
Wrote and published articles sponsored by selected tech brands and e-commerce websites
Wrote and published reviews for Android phones, tablets and applications
Managed support requests through the internal ticket system
Was in charge of sales for sponsored articles and advertisements

PROJECTS

Game Libraries Crosschecker
Technologies:
JavaScript, React.js, Electron, Go
03 2022 - Present

Cross platform application that crosschecks a CSV file with the Steam API to facilitate the user into managing multiple game libraries. Also available as a Go CLI module

Connect Four
Technologies:
TypeScript, Node.js, Angular, Docker
06 2021 - 07 2021

Full stack application of the classic game Connect Four. It provides multiplayer and social features such as friends lists, game invites and spectating

SushiHub Redone
Technologies:
Android, Kotlin
01 2021 - 03 2021

Android application that facilitates group ordering at a restaurant. P2P features powered by the Nearby technology allow local synchronization for the devices running the app

Cinema
Technologies:
Python, Flask, Postgres, SQLAlchemy
06 2020 - 10 2020

Full stack application of a cinema that serves both customers and admins

CVM Assembler
Technologies:
Rust, C
06 2019 - 04 2022

Program that interprets assembly code and compiles it into an executable. Originally written in C, I've since rewritten it in Rust for a better implementation

SharpSolver
Technologies:
F#
11 2018 - 01 2019

F# program that solves simple equations, inequalities and computes derivatives

Made with React.js with ❤️