

Software Developer / Senior Frontend Engineer



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Professional Summary

Software Engineer with *over 10 years of experience in web development*, specializing in *frontend development* with a strong focus on *Typescript and React*. Currently writing full-stack applications, favoring *React Router v7* on the *Cloudflare Developer Platform*, but highly adaptable to other frameworks or tech stacks. Past experiences include developing *browser-based, native, and hybrid mobile applications* using a wide range of technologies. Solid computer science education from *USI* and *ETHZ*.

Work Experience

- **Shopify app developer @ Promotify.io (self-employed)**, Lugano, Switzerland / Remote [October 2024 - Present]
 - Shopify app development on the Cloudflare Developer Platform.
 - Public apps:
 - Swiss Invoice: <https://apps.shopify.com/swiss-invoice>
 - AutoRecover: <https://apps.shopify.com/autorecover>
 - Liquid Translator: <https://apps.shopify.com/liquid-translator>
 - Shaka Chat: (coming soon)
 - **Technologies used:** Remix/React Router v7, Cloudflare Developer Platform (Workers, Durable Objects, Workflows, KV, R2, D1, ..)
- **Senior Frontend Engineer @ Neatleaf GmbH**, Munich, Germany / Santa Cruz, California, USA / Remote [October 2023 - October 2024]
 - Developed data visualization and annotation tools for analyzing agricultural measurements and insights.
 - Conducted unit, component/integration, and e2e tests.
 - **Technologies used:** NodeJs, React, GraphQL, Playwright, Vite, Python 3, Docker, AWS
- **Freelancer @ Ghielmini Informatics**, Switzerland / Remote [2015 - 2023]
 - Developed a .NET/C# library for implementing modular trading strategies on the stock and futures markets.
 - Developed websites, web services, and mobile apps.
 - **Technologies used:** .NET/C#, LEAN/QuantConnect, React, React Native, Node.js, Python, Java, Swift, Objective C, REST API, Docker, Google Cloud Platform, CI/CD
- **Senior Frontend Developer @ Ginetta AG**, Zurich, Switzerland / Remote [Jan 2021 - Sep 2021]
 - Developed the UI for a cloud native platform managing geospatial 3D data (similar to Google Earth).
 - Designed and implemented 2D and 3D UI components/controllers.
 - **Technologies used:** React, Next.js, GraphQL, Cypress, WebGL, LuciadRIA
- **Software Engineer @ QuantCo**, Cologne, DE / Zurich, CH / Remote [Mar 2019 - May 2021]

- Designed and developed user interfaces for analytical internal tools used by insurance companies.
- Several reusable React UI components
- Frontend performance optimizations.
- **Technologies used:** *React, Node.js, Python, Selenium, Angular, Flask, Docker, OpenShift*
- **Full Stack Developer @ Midas**, Zug, Switzerland / Remote [May 2018 – Nov 2018]
 - Developed decentralized applications (DApps) and a cross-platform/native mobile app.
 - Implemented an interface to a Dutch Exchange on the Ethereum blockchain.
 - **Technologies used:** *React Native, Redux, GraphQL, Web3.js, (a little) Solidity*
- **Software Engineer @ Rapyuta Robotics**, Tokyo, Japan [Aug 2017 – Dec 2017]
 - Developed dashboards with high-frequency real-time updates from ROS topics.
 - Developed web interfaces for designing, scheduling, remote controlling, and monitoring drones and their missions.
 - Prototyped machine learning classification strategies, automating previously manual and costly tasks.
 - **Technologies used:** *React, Web Sockets, Python*
- **Full Stack Developer @ Dealini AG**, Zurich, Switzerland [Mar 2016 – Oct 2016]
 - Developed gamified web contests for physical marketing campaigns.
 - Maintained homegrown APIs and services used by hundreds of thousands of users, with full test coverage and continuous integration/continuous deployment (CI/CD).
 - **Technologies used:** *Angular 1.4, Python, MySQL, Docker, AWS*
- **Research Intern @ Disney Research**, Zurich, Switzerland [2013 – 2015]
 - Developed a generator of piezoresistive circuits automating its design in custom-shaped 3D printed elastic devices and wearables.
 - Produced prototypes of elastic, bendable, and stretchable devices while researching desired properties of various silicon and 3D printing materials.
 - Built and programmed a computer vision-based validation setup to serve as ground truth for elastic device transformation predictions, utilizing circuit resistance shifts as a feature set.
 - Designed and produced prototypes of walking robots, validating the auto-generated gears dictated by custom-designed limb movements.
 - **Technologies used:** *Matlab, C++, R, C, Maya, Blender*

Education

- **M.S. in Computer Science @ ETH Zurich**, Switzerland [2013 – 2015] Specialized in General Computer Science with electives on modern statistics, ML, Data Mining (no thesis)
- **B.S. in Informatics @ USI Lugano**, Switzerland [2009 – 2013]
- **Maturity in Mathematics and Physics @ Liceo Lugano I**, Switzerland [2004 – 2008]

Language Skills

- **Italian:** Native
- **English:** Fluent
- **Spanish:** Fluent
- **Portuguese (Brazil):** Fluent
- **French:** B1/B2 (Intermediate)
- **German:** B1/B2 (Intermediate)

Personal Interests

- Passionate about traveling and exploring new cultures.
- Keen interest in learning new (human and programming) languages.
- Founder and former guitar player of the Swiss rock band Dreamshade (2006 to 2017).