ALESSANDRO GATTI
FULL-STACK DEVELOPER

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SKILLS

PROGRAMMING LANGUAGES

Go JS Typescript SCSS C# C++ PHP Python Haskell Lua Bash/Shell

FRONT END TECHNOLOGIES

React Vue WPF Webpack Babel MobX Redux jQuery VueX

BACK END TECHNOLOGIES

Node.js Echo Gorilla Google App Engine Express.js Nginx

DATABASES

MongoDB Redis Bolt PostgreSQL Couchbase

DEVELOPMENT TOOLS

Git CMake Buildbot Katalon Mercurial

GAME ENGINES & LIBRARIES

Godot Engine Unity OpenFL Clickteam Fusion

PROFILE

Full-Stack developer with 4 years of work experience building web UIs and tools with a passion for helping developers and customers get the job done. Loves learning new things and keeping up and experimenting with new technologies.

WORK EXPERIENCE

NOVEMBER 2014 → PRESENT

CLOUDIAN INC. MERGED FROM INFINITY STORAGE SRL
SOFTWARE ENGINEER

- Took part in the development of the Infinity Storage web management UI, built with **PHP** and **Dojo**, and redesigned most of it over time.
- Implemented an API layer to make multiple nodes be able to talk to each other
- Implemented an S3 server in **Go** to give S3 access to the data in addition to the already existing CIFS, NFS and FTP frontends.
- Implemented a Web-based S3 client using **Webpack**, **Babel** and **React.js**
- Improved the toolchain by adding a buildbot and automated UI testing (using **Katalon**)
- Created command-line applications in **Go** to manage aspects of the backend such as IPMP interfaces

Infinity Storage srl was acquired by Cloudian in Q1 2018, where I kept my title and responsibilities on the product, which was rebranded as Cloudian HyperFile.

EDUCATION

2007 → 2012

DIPLOMA, PERITO INFORMATICO
HIGH SCHOOL DIPLOMA COMPUTER SPECIALIZATION

Score **91/100**

Awarded by **I.I.S. Alessandrini-Marino** in Teramo

PERSONAL PROJECTS

TELEGRAM BOTS

I've worked on a couple of interactive Telegram bots, powered by my own library to interface them with the Telegram bot APIs written in **Go**. These bots are capable of responding to user questions, perform quick image manipulations and also implements several utilities like reminders and note taking.

Telegram library git repository: **https://git.fromouter.space/Hamcha/tg**

REHOVER

A Nintendo Gamecube homebrew built from the ground up in **C++** using devKitPro.

A hovercraft racing game using ECS to manage the game state. The engine uses proprietary formats for archives, models and textures for which we developed tools to convert to from common formats such as OBJ and PNG. I also set-up a **Buildbot** on my own server to compile and analyze the code after each commit.

Project git repository: **https://github.com/hoverguys/rehover**

NGINX PRE-PROCESSOR

A compiler written in **Haskell** for a more powerful configuration format that compiles down to nginx.conf, done as my own personal server was growing more difficult to control as it started to handle 20+ vhosts using the same **nginx** server.

The configuration format supports functions with arguments (handling scope/shadowing) while using a more readable syntax.

Project git repository: **https://github.com/hamcha/sollux**

LANGUAGES

ITALIAN

Mother tongue

ENGLISH

Proficient at **Listening, Writing, Reading**
Good at **Speaking**