

Alessandro Vendruscolo

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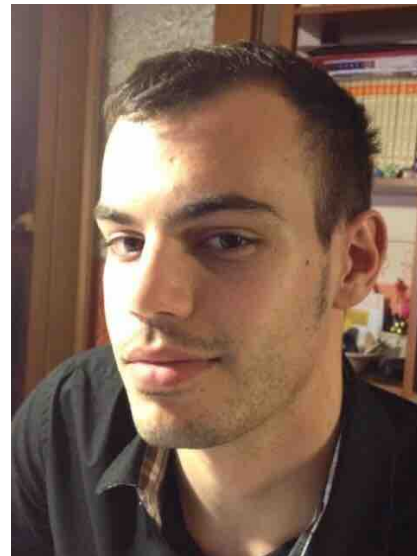
→ Personal website avedesign.me

→ Twitter [@MisterJack](https://twitter.com/MisterJack)

→ Dribbble [@vendruscolo](https://dribbble.com/vendruscolo)

→ Github [@vendruscolo](https://github.com/vendruscolo)

→ Stack Overflow [@Alessandro Vendruscolo](https://stackoverflow.com/users/1234567/AlessandroVendruscolo)



About me

I was born in 1989 in Pordenone, Italy. I got a Bachelor's degree in Computer Science in September 2011 at the Università degli Studi Di Padova.

I'm an experienced designer and developer. I always think about the experience of the end users, using the product as if I were one of them. This allows me to find weak points early on.

EXPERTISE

- Information Architecture
- Interaction Design
- User Interface Design
- Web Design
- Front-end Development
- iOS Development
- Linux Debian and Mac OS Server Management
- Prototyping
- Unit testing, Integration testing, TDD, BDD

I try to keep up to date with latest tools and programming languages. I automate most of the work I do.

PROGRAMMING LANGUAGES

- HTML

- CSS (Sass)
- Javascript
- Swift, Objective-C
- PHP

SOFTWARE AND TOOLS

- Sketch, Photoshop, Illustrator
- Xcode
- Git
- Unix shell

Education

OCTOBER 2008 - OCTOBER 2011

- Bachelor's Degree in Computer Science (101/110) at the Università degli Studi di Padova

2004

- P.E.T. (Passed)

2003 - 2008

- High school leaving qualifications (62/100) at Liceo scientifico "Ettore Majorana" in Pordenone

Work experience

I've been working as a freelance developer since March 2013. I focus on designing and developing native iOS apps and web applications as front-end developer.

Below, a list of some of the most important and rewarding projects I've worked on.

NOVEMBER 2016 - PRESENT — [Molo17](#)

- iOS app development (Swift)

SEPTEMBER 2010 - PRESENT — [MacStories](#)

- Front-end development, WordPress stack
- Mac OS Server management (since October 2012)
- Back-end development (NodeJS) of a tool to deliver Safari Push Notifications
- Full stack development (backend: NodeJS) of a web application to upload images on the Rackspace Cloud Files CDN

MARCH 2017 — [Digital Lighting](#)

- Development (Swift) of the iOS game “Sfida l’italiano!”

SEPTEMBER 2016 - DECEMBER 2016 — Amasing Apps LTD

- Development (Swift) of the iOS app “Camazing”

MARCH 2013 - AUGUST 2016 — [CenterVue S.p.A.](#)

- Prototyping, Information Architecture, Interaction Design, User Interface Design, and front-end development for the “Compass” micro perimeter tool
- Information Architecture, Interaction Design, and development (Objective-C) of the iOS client for the “Eye Knowledge Network” platform
- Information Architecture, Interaction Design, User Interface Design, and front-end development of the “Remote Viewer” for the “Eidon” and “Compass” tools, and the “Eye Knowledge Network” platform
- Information Architecture and development (Swift) of the iOS app “Sales App” — [link](#)

MAY 2016 - AUGUST 2016 — [Re Mago](#)

- Information Architecture, Interaction Design, and development (Swift) of the iOS app “ThroughSense”

MAY 2016 — [Rivista Studio](#)

- Front-end development of the “Samsung Galaxy TabPro S” website — [link](#)

MARCH 2016 — [Jua](#)

- Development (Swift) of the iOS app “Jua”

NOVEMBER 2015 - JANUARY 2016 — [Giggo](#)

- Information Architecture, Interaction Design, User Interface Design, and development (Swift) of the iOS app “Giggo”

NOVEMBER 2014 - DECEMBER 2015 — [Editel S.r.l.](#)

- Development (Objective-C) of the iOS app “Whirlpool 6th Sense Live” — [link](#)

OCTOBER 2014 — [Wishbone Farm](#)

- Front-end development of the “Feltrinelli per PortaVolta” website — [link](#)

JULY 2014 — [Zironda S.r.l.](#)

- Web Design, User Interface Design, and front-end development of the “Auto Attrezzature Triveneto” e-commerce — [link](#)

AUGUST 2013 - SEPTEMBER 2013 — [MOMIT](#)

- Front-end development of the “Marcona3” website

JUNE 2013 - SEPTEMBER 2013 — [New Vision S.r.l.](#)

- Development (Objective-C) of the iOS client for the “4ME” platform — [link](#)