

Jacopo Tomasone

Web Developer

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Recent Work Experiences

Accenture

Front end developer, software analyst - From June 2015

Design and development of large scale, multi-language *AngularJS* front end *REST* applications, backed by *JBoss/Oracle* servers, for multinational companies.

H25 Media Agency

Founder, lead web developer, UI/UX designer - From December 2008 to December 2014

Design and development of web sites and applications, especially proprietary CMSs and *WordPress* themes and plugins.

Production of advertisement jingles. Script supervisor and camera operator in several documentary films produced for *Rai 2*, one of the main Italian broadcasting television networks).

Carito & Partners Factory

Web designer - February 2014 and May 2015

Development of a fully responsive graphic framework for a *Vodafone* technical support mobile application and a *WordPress* site for a consulting company.

Waking Dreams Communications

Lead web developer - From December 2009 to March 2010.

Design and development of web sites and applications, such as touch screen kiosks in *Adobe Flash* for several clients such as *Walt Disney* for the Italian advertising campaign of the movie *Alice in Wonderland*.

Planet Seven

Web developer - From June 2006 to November 2009.

Design and development of web sites and applications, especially proprietary CMSs, and with great care for web accessibility.

Istituto Professionale di Stato "Sisto V"

Teacher - From October 2007 to May 2009.

Teaching of basic information technology, *Adobe Flash* and *Adobe Dreamweaver* softwares, and web design fundamentals to high school last year's students.

Technical Skills

AngularJS

It's currently my most used framework. I'm able to write huge single-page applications from scratch as well as jump in production-ready projects to fix bugs and improve performances.

JavaScript

Good knowledge of *ECMAScript 2015*.

Working knowledge of *React*, *Redux* and *Immutable.js*.

Good knowledge of the *Zepto* and *jQuery* libraries and of the *Velocity* animation engine.

Basic handling of the back end of the *MEAN* stack.

My utility library of choice is *lodash*.

WordPress

Good handling of themes and plugins development.

Good knowledge of the *Timber* library.

HTML 5 / CSS3

Excellent knowledge, with great care for *WHATWG* and *W3C* standards, *WAI/WCAG* accessibility specifications, cross-browsers and cross-devices compatibility.

Excellent handling of the *SCSS* and *LESS* extensions.

Excellent knowledge of the *Bootstrap* framework.

PHP / MySQL

Good knowledge thanks to 10 years of professional experience.

I've started my web development career creating an entire CMS from scratch, before even knowing what a CMS was.

Tools

I'm a great fan of *Node.js* and *npm*, therefore most of my work relies on *Grunt* or, should I need *ECMAScript 2015* functionalities, *webpack* (I'm especially fond of its *Hot Module Replacement* feature) and *Babel*.

For source code management I use *Git*.

For a quick *Apache/Nginx* local environment, I prefer *MAMP*.

Among other tools, I've used (or still use) *Bower*, *Yeoman* and countless *npm* utility packages.

Other programming languages

Basic knowledge of *C* and *Java*.

Other software

Good knowledge of the *Adobe Creative Suit*.

Great knowledge of *Atom* (my current editor), *Sublime Text 2/3*, *FileZilla*, *Transmit*, *Sequel Pro*, etc.

Good knowledge of the *Microsoft Office*, *LibreOffice* and *OpenOffice* suits.

Languages

Native language: **Italian**.

English

Comprehension: advanced level.

Oral production: advanced level.

Written production: advanced level.

Additional information

I've always been passionate about music, with great interest for the 80s American underground scene and contemporary English electronic one. I've created several electronic tracks (some of them are available at <http://soundcloud.com/copons/>), entirely realized with *Ableton Live 8*.

My passion for videogames has led me to contribute to several magazines. In addition, I've created with some friends the website *Gioca Giuè* (<http://www.giocagiue.it>), a satirical view on videogaming.

Publications

I've published the results of a statistical reasearch I did for *Fondazione Metes* (a subsidiary of *CGIL*, the main Italian union) in a pamphlet. I've also published for *Universität zu Köln* (*University of Köln*) a historic and linguistic research regarding deciphering cypro-minoan alphabets.