
GIANFRANCO TROTTA

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[LINKEDIN](#) : [GITHUB](#) : [PORTFOLIO](#)

PROFILE

Full-Stack Software Engineer with over six years of background in the restaurant industry, customer service, and digital marketing management. Effective at combining creativity and problem solving skills to develop user- friendly, sophisticated websites and applications. Constantly learning and known to exemplify a strong work ethic. Adamant about achieving growth and success. Bilingual, fluent in English and Spanish.

EXPERIENCE

SOFTWARE ENGINEER, RVSHARE; AKRON, OHIO – 2019-CURRENT

Software Engineer working on multiple public facing web applications using JavaScript, TypeScript, React, Node, GraphQL, and Ruby on Rails. Responsible for documenting architecture plans for new features, working closely in collaboration with product managers and designers during development, mentoring onboarding engineers, assisting in all infrastructure and development processes for our applications with a hyper focus on our front end.

JUNIOR SOFTWARE DEVELOPER, BIOFLIGHT VR; AKRON, OHIO – 2019
(CONTRACT)

Junior Developer working with web-based VR framework, A-Frame, in coordination with a films/graphics production team. Responsibilities include problem solving team-based and independent tasks, learning of new technologies, and general debugging.

MARKETING MANAGER, LIQUID LIVING; TWINSBURG, OHIO – 2016-2018

Conceptualized and orchestrated marketing campaigns that effectively reinforced and established the company brand. Displayed an ability to drive record-high marketing campaign response rates and executing successful product launches.

EDUCATION

CASE WESTERN RESERVE UNIVERSITY, CLEVELAND, OH – BOOTCAMP, 2018

CYPRESS BAY HIGH SCHOOL, WESTON, FL – DIPLOMA, 2009

TECHNICAL SKILLS

Computer and command line proficient. Coding proficiency in JavaScript. Experience using TypeScript, React, Next.js, Gatsby.js, Styled Components, Redux, Node.js, Express.js, GraphQL, Apollo Client, SQL/noSQL databases, countless other tools, working with RESTful APIs, VR framework A-Frame, and the Unity game engine.