

# FRANCESCA PALÙ

## Front-End Developer

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### WEBSITE

[francesca.dev](http://francesca.dev)



After working as frontend developer for many years, I reached a deep knowledge of Angular and its whole ecosystem.

Always striving to find the most efficient UX solution, in a clean code space.

Ready to bigger challenges.

## Technical Skills

[Angular](#)

[Typescript](#)

[RxJS](#)

[NgRx](#)

[nx](#)

[Bootstrap](#)

[Figma](#)

[cypress](#)

[Apollo / GraphQL](#)

## Languages

Native language

Advanced

Advanced

Basic

**Italian**

**English**

**Spanish**

**French**

## Work Experience

### Front-end software developer

January 2020 - Now

[BMAT](#), Barcelona

- My main occupation is the development of an **Angular** restful application to simplify all the management operations in BMAT, and the maintainance the UI of the main platform, Vericast. I also refine and maintain the api documentation in **swagger**
- I share my expertise as designer in order to improve the usability of our products with easy and efficient solutions. I fully designed in **Figma** a CMS for a client, the mobile version of one of our products and new features of some of our webapps.
- I gave my contribution in the development of a product of a different team, in a period of shortage of frontend developers. This experience gave me the chance to work with **GraphQL/Apollo**
- We develop in a **nx** monorepo environment, with automatic testing with jest, and visual tests with **cypress**

### Front-end software developer

August 2017 - December 2019

[Contentwise](#), Milan

- I maintained and designed/developed new features for the front-end of a complex CMS. I used **AdobeXD** and **Figma** for the design phase, **AngularJS** and **redux** for the development.

### Back-end software developer

March 2017 - July 2017

[Contentwise](#), Milan

- I implemented REST API with the Spring framework, got familiar with docker environments, and Elastic Stack, and developed microservices in Java

### Research Intern

March 2016 - March 2017

[INRIA Rennes Bretagne Atlantique](#) / Remote

- I designed and developed the UX/UI of an editing tool for virtual cinematography in **C#**, with **Unity3D**.
- I contributed to the paper *Thinking Like a Director: Film Editing Patterns for Virtual Cinematographic Storytelling* published on ACM TOMM Journal (Oct 2018)

## Education

### Master degree in Computer Science

2013 - 2016

[Università degli Studi di Udine](#), Udine.

- You can check some of my university projects in **Android**, **Erlang** and **Haskell** on <https://github.com/palufra90/Android-Maze>
  - Creation of 3D animations with motion capture (Arena OptiTrack, **Motion Builder**)

### Bachelor degree in Computer Science

2009 - 2013

[Università degli studi d Udine](#), Udine.