



# Alessio Prestileo

Senior Frontend Engineer

LinkedIn: <https://linkedin.com/in/alessioprestileoalep>

GitHub: <https://github.com/alessioprestileo>

Website: <https://alessioprestileo.com>

E-mail: [alessioprestileo@gmail.com](mailto:alessioprestileo@gmail.com)

Mobile: +1 458 600 4103

Location: Redmond, OR 97756, USA

## Profile

Senior Software Engineer with 8 years of professional experience and deep expertise in software architecture. Proven track record in developing and maintaining web and mobile applications using a variety of languages and frameworks. Excellent problem-solving skills and meticulous attention to detail. Exceptional ability to review code and mentor less experienced developers.

## Skills

<b>Programming skills</b> Clean code ●●●●● Refactoring ●●●●● Debugging ●●●●● Testing ●●●●● Monorepo ●●●●●	<b>Frameworks &amp; Libraries</b> React ●●●●● Redux ●●●●● NodeJS ●●●●● npm ●●●●● Webpack ●●●●● React Native ●●●●● Angular ●●●●●
<b>Programming Languages</b> TypeScript ●●●●● HTML, CSS, JS ●●●●● Python ●●●●● C++ ●●●●● Haskell ●●●●● SQL ●●●●●	<b>Other tools</b> Git ●●●●● Jira ●●●●●
<b>Personal Skills</b> Mentoring ●●●●● Reliability ●●●●● Receptiveness ●●●●● Collaboration ●●●●●	<b>Natural Languages</b> English ●●●●● Italian ●●●●● Norwegian ●●●●● Portuguese ●●●●● Spanish ●●●●●

## Individual Learning

2016-Present

- Strongly typed functional languages: Haskell, PureScript and Elm.
- "Master Class in Software Architecture" course taught by "Uncle Bob" Martin.
- Fundamentals of 3D graphics in OpenGL.
- Advanced use of pointers, templates and polymorphism in C++.

## Education

- M.S. Naval Architecture and Marine Engineering  
2011 University of Genoa, Italy
- B.S. Naval Architecture and Marine Engineering  
2008 University of Genoa, Italy

## Work Experience

### Senior Software Engineer

2020-Present

Oslo, Norway and remote, US

Forsta AS

- Main contact for TypeScript within the company.
- Practically eliminated runtime errors on 500k lines codebase by improving types.
- Contributed to new features by writing implementation, unit tests and e2e tests.
- Spent ~20% of time reviewing pull requests from other developers.
- Solved a variety of urgent bugs reported by users, as well as well known problems caused by poor architecture.
- Significantly improved deployment pipeline built with TeamCity (increased automation, reduced build time).
- Collaborated with UI/UX experts to enhance user experience and contributed to development and maintenance of a company-wide design system.
- Key role in technical interviews for prospective candidates (~50 candidates assessed in 2022, 12 candidates hired).
- Significantly improved developer experience by developing coding conventions and internal tooling.
- Contributed to the development and maintenance of an internal design system counting ~50 UI components.
- Assumed leadership in overseeing and delivering impactful, large-scale projects, collaborating with cross-functional teams of developers spanning diverse areas of expertise.

### Senior Software Engineer

2018-2020

Oslo, Norway

Zirius AS

- Developed an ERP web application and an expense claim mobile app.
- Created and maintained design system implementation and developed coding conventions.
- Created and maintained deployment pipeline.
- Implemented OAuth 2.0 authentication for web and mobile clients.
- Assumed the role of frontend lead, mentoring and performing code reviews for less experienced developers.
- Conducted interviews, created tests and home assignments to assess prospective candidates.

### Software Engineer

2017-2018

Oslo, Norway

07 Media AS

- Developed and maintained websites using Drupal and Wordpress on the backend, Angular and Vue on the frontend.
- Key contributor to the development and maintenance [speiding.no](http://speiding.no) and [tradisjonsmat.no](http://tradisjonsmat.no)

### Structural Engineer

2011-2016

Oslo, Norway

DNV

- Performed non-linear FE calculations to assess the ultimate strength of marine structures.
- Developed customized features for engineering applications using Python and C++.