

# Gianluca Vaccarini

1818 NE 47<sup>th</sup> St Seattle, Washington 98105 | (253) 314 - 6686 | [GianlucaVaccarini@Gmail.com](mailto:GianlucaVaccarini@Gmail.com) | [www.GianlucaVaccarini.com](http://www.GianlucaVaccarini.com)

## Education

University Of Washington – Seattle  
Major: Informatics – Human Computer Interaction  
Expected Graduation: Spring 2018

## Skills

### Technical

*Proficient in:* Java, JavaScript, SQLite, HTML, CSS, R, JQuery, XML, React.js,

*Familiar with:* SQL, PHP, AJAX, .Liquid, Jinja

### Software

Adobe Photoshop, Adobe Illustrator, Android Studio, RStudio, Eclipse, FileZilla

## Work Experience

### Freelance Developer

June 2016 – Present – *Paid*

<https://gianlucavaccarini.com/portfolio.html>

Worked with several clients through various development projects ranging from site work to full site development across several platforms such as Shopify, Cratejoy, WordPress, and private servers.

Worked with several languages to complete tasks, such as HTML, CSS, JavaScript, Jinja, Liquid, PHP, AJAX, JQuery, and third party API's.

### Aerospace Vendors UI/UX Developer

June 2016 – October 2016 – *Paid*

<https://www.aerospacevendors.com>

Hired UI/UX developer to adjust and modify the current login and search system within the Aerospace Vendor website for their clients.

Tasks: Integrate with the companies pre built framework, and adjust their visual log in, search, and advertisement structure using HTML, CSS, PHP, AJAX, JQuery, and JavaScript elements to create a more modern and fluid interface.

### Shiny UI Developer – UW Undergrad Biostatistics Brain Research

February 2016 – October 2016

[hdim.uw.edu](http://hdim.uw.edu)

Helped design the Shiny UI and Server for the HDIM research website page that connects brain genome data using statistical methods in R.

Used Twitter's Bootstrap Engine in R, along with HTML elements to render a more attractive, custom interface for the HDIM research website through R Studio.

## Personal Projects

### Starbucks Cup ThreeJS Interactive Visualization

November 2016 – Present

<https://www.gianlucavaccarini.com/starbucks/threejs.html>

Built using the thee.js JavaScript library and hosted on my own personal site. The visualization incorporates two types of lights, shadowing between the light and the objects, texture mapping to create the flooring and Christmas design on the cup along with the Starbucks logo. The application is fully interactive allowing you to rotate the camera, zoom, and move around.

### Seattle Fire Department Live Data Visualization

INFO 498F Final Project

[https://zmbc.shinyapps.io/final\\_project/](https://zmbc.shinyapps.io/final_project/)

Utilized R and the Google Maps Geocoding API to create a three part interactive data visualization on a Shiny server.

Plotted the most recent fires in the Seattle Area on a map using Shiny features in R. The visualization live updates with the Seattle Fire Departments data every 5 minutes.

Used different Shiny features to create interactive plotted maps, statistical graphs, heat maps, and search function to create a multi part interactive data visualization.

Incorporated reverse Geolocation to identify user inputted addresses that shows the most recent fires within that location.

### Ball Drop Android Game – Co-Developer

May 2016 – Present

<https://goo.gl/Qs8rtn>

An interactive android app developed as part of the Informatics 498B final project.

Incorporated advanced functions of Java to create a fully functioning game via different canvases on Android SurfaceViews and activities. Utilized media players, several custom objects, and phones sensors to respond to touch and tilt gestures.

Utilized the Google Games Play Services API to log users in to their Google Games account, access achievements, and update a worldwide leaderboard.

Manipulated Androids SharedPreferences to store global values permanently within the device.

### Teavery – Founder/Developer

April 2016 – Present

<https://www.teavery.com>

Hosted by Cratejoy. Utilized HTML, CSS, JavaScript, AJAX, JQuery and Jinja to create a fully functional site built from scratch. Coded through Cratejoy's code editor on their site with 50+ custom coded pages, connected through HTML and Jinja. Connected to Cratejoy's servers through Namecheap's DNS settings.

Marketed through different bloggers via personal websites and social media, and through different online ecommerce features.