

# Finbar Giusti

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## EDUCATION

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**Sandford Park School** | Leaving Certificate (Equivalent to A-Levels) Sep. 2019 - Jun. 2021

- Mathematics (H1), Applied Maths (H1), Spanish (H1), Italian (H1), Chemistry (H2)

## WORK EXPERIENCE

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**Soshel.Events LTD** Feb. 2022 - Present

CTO, Co-Founder

- Developing a progressive web app for students and student societies to organise and ticket events.
- Backend built using Firebase, designed relevant data structures and authorisation rules to optimise performance and scalability.
- Frontend designed with React, with focus on client-side performance and to minimise requests to the backend server.
- Designed the User Interface and User Experience using Figma (similar to sketch) and Figma prototyping.
- Experience in pitching to investors and client relations.

**Zalando**

2017

Software Engineering Intern

- Used tools like Sketch, for component design
- Wrote unit and component tests for react using Jest.

**Self-Employed Contractor**

2016 - Present

Software Engineering contractor

Clients:

- **DIGI systems**
  - Built a robust REST Server with Express.js for changing digital labels in the local network.
  - Built a mobile app in React Native to interact with the rest server from anywhere in the world.
- **Castlepole**
  - Developed and built company website using Nuxt.js that is build statically and can be automatically deployed onto Amazon Web Services when content is updated.
  - Designed website and company logo using Figma.
  - Uses content pre-loading to improve loading speeds when switching between pages.
- **Adverbage**
  - Designed and wrote website using parcel bundler, HTML and CSS.

## PERSONAL PROJECTS

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**Drawtogether**

Javascript

- Allows you to draw pictures on a canvas with your friends, in real time, over the internet.
- Uses connect to host the digital canvases, and frontend is build in HTML, CSS, and Js with Parcel bundler.
- **Github:** [github.com/finbargiusti/drawtogether](https://github.com/finbargiusti/drawtogether)

**Snype**

Javascript (Express, Parcel), HTML, CSS, WebGL (Three.js)

- Real-time quake-style shooter written in JS, and runs in the browser.
- Fully integrated efficient backend server for responsive multiplayer.
- Real time projectile simulation and hit detection.
- **Github:** [github.com/finbargiusti/snype](https://github.com/finbargiusti/snype)

## SKILLS & INTERESTS

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- Proficient TypeScript, JavaScript, React.JS, Angular, Vue.JS, Next.js, Nuxt, Python.
- Open source contributor on Github (@q)
- Fluent in English, Italian and Spanish.
- Coder Dojo Mentor 2014-Present
- Weightlifting, Swimming

## ACHIEVEMENTS

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- BT Young Scientist Technology 2<sup>nd</sup> place
- All Ireland Programming Olympiad (AIPO) 3<sup>rd</sup> place