SALVATORE PAPPALARDO

FRONT-END DEVELOPER

CONTACT

📞 +34 684756562

✉ pappalardo.dev@gmail.com

📍 Valencia, Spain

🌐 www.pappalardodev.com

EDUCATION

2024
LABFORTRAINING
Web Development school

2009
ENRICO FERMI SIRACUSA
Diploma IT Specialist

LANGUAGES

- Italian (Native)
- English (Fluent - 6 years in the UK)
- Spanish (Intermediate)

SKILLS

- Problem-Solving
- Teamwork
- Communication skills
- Time Management
- Attention to details
- Flexibility
- Work under pressure

PROFILE

Dedicated Angular Front-End developer, specialized at LABFORWEB school of Rome, holding an Italian diploma as IT Specialist and a strong background in programming, apps and video game development. Speaking three languages, with a high level of English, enabling me to collaborate effectively with international teams. Fully committed to pursuing web development as my full-time career, bringing technical expertise and a passion for delivering high-quality solutions to every project.

FRONT-END SKILLS

Development in **Angular** v17 and v18 (including standalone components), programming in **TypeScript**, with the ability to implement **HTTP** calls, integrate **APIs**, configure **routing** redirects, use data exchange with **decorators**, and **data binding**. Experience in creating **reactive forms**, using **services**, **pipes**, and integrating **Bootstrap** and **Angular Material** or similar into templates. Proficient in **Node.js** for server-side development. Skilled in **Git** and **GitHub** for version control. Capable of creating structured and semantic **HTML** pages, styling with **CSS** and **SASS**, and developing responsive layouts using **media queries**.
Programming in Vanilla **JavaScript** for dynamic **DOM** manipulation and the creation of complex algorithms.

OTHER TECHNOLOGIES AND LANGUAGES

- Unity: Scripting in **C#**, UI/UX, 2D/3D, making of animations, management of video/audio technical aspects, final build, and publication on Google Play with functional login, scoreboard, and working ads. You can download and try one of my videogames from here: **www.pappalardodev.com/projects**

- Unreal Engine 4/5**:** Scripting in **C++/Blueprint,** animations, and basics of cinematic rendering (camera,lights baking, ecc).

- Arduino: Experience with the development environment in Arduino IDE (**C/C++**) and MIDIUSB libraries.

WORK EXPERIENCE

The Highbury Centre - Londra, UK Room Attendant	SEP 2022 - MAY 2024
Just Eat - Londra, UK PART-TIME Delivery Rider	FEB 2023 - JUN 2023
YouDel - Siracusa, Italia Delivery Driver	APR 2021 - AUG 2022
The Hunting Lodge - Ivybridge, UK Waiter	NOV 2018 - AUG 2019
Tons Of Tiles - Plymouth, UK Warehouse Operator	MAR 2016 - FEB 2017