

Davide Cavagnuolo

SENIOR FULL STACK DEVELOPER & TECH LEAD

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PROFILE

Software developer with 16 years of experience designing and building web, mobile and multimedia applications. Full-stack skills, solid architectural grounding and a hands-on approach, from requirements through to release. Experience as CTO and Tech Lead in lean teams, covering mentoring, code review and technical coordination. I have built end-to-end consumer products running in production for **La Gazzetta dello Sport**, Italy's leading sports daily, and published on the iOS and Android stores.

RESULTS IN PRODUCTION

5M+ games started on GazzaQuiz and QuestoQuello, web games for La Gazzetta dello Sport	≈ 3M games started on LineTime, a mobile game published on iOS and Android (2019–2024)	10K+ organic downloads of MiModa, an iOS and Android app shipped and maintained
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Figures read from each product's production systems, September 2026; for LineTime, before shutdown. MiModa's download figures are public on Google Play.

TECHNICAL SKILLS

Languages	JavaScript, TypeScript, C#, Java
Frontend & mobile	React, Next.js, Angular, React Native, Expo, Redux, HTML, CSS
Backend	Node.js, Express, TSOA, Mongoose, REST APIs, Socket.IO
Data	MongoDB, SQL, ETL pipelines
Games & immersive	Unity Engine, Meta Quest 3, ARCore, Vuforia, HTC Vive, Leap Motion
Practices & tools	Software architecture, Git, code review, mentoring, Scrum, Figma, CI and store releases

PROFESSIONAL EXPERIENCE

Freelance

Senior Full Stack Developer & Tech Lead

Mar 2024 – Present

Turin / Remote

- **AITEM (Dumarey)**, Feb 2025 – present: building LAIKA, an AI web application for veterinarians, with Angular, Node.js and MongoDB; development and code review within the software team. Engagement still active, on an on-demand basis.
- **La Gazzetta dello Sport**, Jan – May 2026: built Tripletta, a football connections game published on GazzaPlay. Entire technical build: React/Next.js frontend, Node.js/Express/TSOA backend, a configurable knowledge-graph game engine, ETL pipeline, MongoDB, Cloud Run deployment and integration into Gazzetta's editorial ecosystem.
- **TinyBull Studios**, Mar – Dec 2024: Tech Lead and Unity Developer for Mixed Reality training systems on Meta Quest 3 and web games; architectural decisions, mentoring, code review and Scrum Master duties.
- **Further engagements**: a Unity-based serious web game for GameThinkers, and immersive, interactive VR applications for the industrial sector.

WeLudo (formerly Garycom)

Senior Full Stack Developer, CTO & Tech Lead

Nov 2019 – Mar 2024

Turin

- End-to-end responsibility for architecture, frontend, backend and release in a lean organisation; coordinated a junior developer and senior collaborators, with mentoring and Scrum Master duties.
- **GazzaQuiz and QuestoQuello**: two web games for La Gazzetta dello Sport built on a single shared platform with Angular/TypeScript, Node.js and MongoDB. Common core for users, matches, leaderboards and content, interchangeable game engines, server-side validation and an editorial back office. Over **5 million games started**.
- **LineTime**: a multiplayer trivia game for iOS and Android with Unity/C#, Node.js, MongoDB and Socket.IO; MMR-based matchmaking, realtime challenges and an editorial platform covering 150 categories in 5 languages. Published on the stores and maintained for over four years, with around **3 million games started**.

Altran

Frontend Developer & Unity Tech Lead

Aug 2017 – Oct 2019

Turin

- Built mobile and multimedia applications with Unity/C#, augmented reality (ARCore, Vuforia) and web solutions with Angular/TypeScript and ExtJS/JavaScript.
- Frontend ownership and Unity Tech Lead role in multidisciplinary teams, for clients including Vodafone, TIM, ABB, Pelliconi and Faiveley.

SkyLab

Oct 2015 – Jul 2017

Full Stack Developer

Turin

- Developed and maintained web management applications for staff training, with Google Web Toolkit/Java, AngularJS/JavaScript, Node.js and SQL/MongoDB databases; projects included work for Eni.

Earlier roles

2010 – 2015

Full Stack Developer

Pisa

- Designed and built the web prototype for an online travel start-up; developed and supported a Logistics Reply WMS for warehouse and logistics automation.

University research

Oct 2008 – Sep 2009

Software Developer — degree project

Pisa

- Built, at a research institute, a 3D editor for VR storytelling applications, using C++, wxWidgets and XVR.

SELECTED PROJECTS

- MiModa**, Aug 2022 – present: an iOS and Android app for managing outfits and wardrobes, built with React Native, Expo and TypeScript with Realm persistence. A pipeline derives both the outfit and its individual garments from a single photo, combining image processing, object detection and multimodal analysis. Over 10,000 organic downloads on Google Play and a 5.0/5 rating on the Italian App Store.
- Unity projects**, 2016 – 2020: PC and mobile games, personal prototypes and titles built in teams during Event Horizon School and four editions of the Global Game Jam.
- Arithmetic Panic**: a cooperative game, winner of Turin JamToday 2016 Math Edition.

EDUCATION

Event Horizon School

2016 – 2018

Two-year Game Programming course

Turin

- Unity Engine programming and the development of two video games in multidisciplinary teams with game designers and 2D/3D artists.

University of Pisa

2009

BSc in Computer Science — 108/110

Pisa

- Software engineering, algorithms, computer architecture, operating systems, networks, databases and projects in Java, C, SQL and JavaScript.

ITIS Alessandro Volta

2005

Diploma in Computer Science — 100/100

LANGUAGES

Italian — native | **English** — B1. Technical documentation, code review and written communication; spoken professional fluency still improving.