

# SALVATORE ALEXANDER DEL MORO

## WEB DEVELOPER | FULL-STACK APPLICATIONS & INFRASTRUCTURE

Mussomeli (CL), Sicily, Italy | Open to remote work | +39 327 669 8314 | [salvoalexanderdelmoro@gmail.com](mailto:salvoalexanderdelmoro@gmail.com)  
**Portfolio:** [salvatoredelmoro.it](http://salvatoredelmoro.it) | **GitHub:** [github.com/GodSpeed-dotcom](https://github.com/GodSpeed-dotcom) | **LinkedIn:** [linkedin.com/in/salvatore-alexander-del-moro-1a1611320](https://linkedin.com/in/salvatore-alexander-del-moro-1a1611320)

## PROFESSIONAL SUMMARY

Web developer with a B.Sc. in Computer Science for Digital Enterprises who takes products from interface design to API, database and production. Builds with Node.js, React, Python and SQL: authenticated marketplaces, real-time event tools, media-processing services and automation. Runs a self-hosted stack of 20+ public hostnames on Ubuntu with Docker, systemd, Caddy and Cloudflare Tunnel, including a private Git server and a Nextcloud document cloud. Also develops a multiplayer game in Unreal Engine 5 with C++.

## TECHNICAL SKILLS

**Languages:** JavaScript, TypeScript, Python, SQL, C++, HTML5, CSS3

**Backend:** Node.js, Express, FastAPI, REST APIs, Socket.IO, WebRTC

**Security:** JWT, bcrypt, Google sign-in, role-based access, validation, rate limiting

**Tools:** Git/Git LFS, PowerShell, Bash, Stripe, Playwright, Lighthouse

**Frontend:** React, Vite, TanStack Start, responsive UI, SVG, accessibility, technical SEO

**Data:** SQLite, PostgreSQL, MariaDB, Redis, Firebase/Firestore, JSON stores

**Infrastructure:** Ubuntu, Docker, systemd, Caddy, Cloudflare Tunnel, Nextcloud, Forgejo

**Other:** Unreal Engine 5 (C++), OpenCV, PyTorch/Diffusers, Capacitor, Dear ImGui

## EXPERIENCE

### Infrastructure & DevOps Engineer | Genesys Labs Sep 2026 - Present | Mussomeli / Remote

- Run the infrastructure of a three-engineer software studio: domains, DNS/SSL, Docker services and the Cloudflare Tunnel in front of every client site and product.
- Write the deployment and automation scripts behind L.O.O.T., IoTeknico and Officina 93014, working with a backend engineer and a UI/Flutter designer.

### Freelance Full-Stack Developer | Self-Employed Aug 2021 - Present | Mussomeli / Remote

- Develop end-to-end web products: responsive frontends, Express/FastAPI services, persistence, authentication and operational tooling.
- Implement customer, technician, staff and admin workflows with SQLite, Firestore and real-time Socket.IO updates.
- Self-host services on Ubuntu: a Forgejo Git server with LFS, a Nextcloud cloud on MariaDB and Redis, health checks, nightly backups and scripted releases.
- Build automation and applied-AI features, including a WhatsApp response assistant, a twice-daily Instagram feed sync and media inpainting/background removal.

### Frontend Specialist | Freelance / Self-Employed Jan 2019 - Aug 2021 | Mussomeli / Remote

- Created responsive interfaces with semantic HTML, CSS, JavaScript, SVG and custom animation systems for desktop and mobile.
- Turned product requirements into user flows, single-page interfaces and dashboards, checked with responsive, reduced-motion and Lighthouse reviews.

### Junior Web Developer | Giardina Moto Mar 2017 - May 2017 | Mussomeli, Italy

- Built the company catalogue website, [giardinamoto.com](http://giardinamoto.com), on WordPress/MySQL with responsive HTML/CSS/JavaScript and on-page SEO.

## SELECTED PROJECTS

**IoTeknico - remote IT support marketplace** | Node.js, React, SQLite, Socket.IO, WebRTC, Capacitor

- Built a two-sided service connecting customers with verified technicians: requests, proposals, revocable consents and a private real-time chat per request.
- Added Google sign-in, relay dispatch to the next technician, email notifications, view-only screen sharing and an Android app that updates over the air.

**Void Breach - co-op sci-fi horror FPS** | Unreal Engine 5.8, C++, Behavior Trees, Lumen

- Developing a 6-player wave-survival shooter: server-authoritative game mode, replicated state, 28 weapons, an economy, a quest chain and three AI alien types.
- Profiled and cut rendering cost: shadow-caster budget, generated skeletal LODs and animation that pauses for aliens no player can see.

**Officina 93014 - digital ecosystem for a cultural association** | Node.js, Express, Docker, Nextcloud, Canvas

- Built the association's site and satellites: a 70-piece canvas puzzle in Docker, live Q&A for 182+ people in the town square and a private Nextcloud cloud.
- Automated an Instagram crawler that republishes posts and reels on the site twice a day, replacing paid SaaS tools.

**L.O.O.T. - Live Online Offer Tracker** | Python, FastAPI, Firestore, Flutter, Telegram, Stripe

- Co-developed a multi-platform offer monitor for Vinted, eBay and Subito.it with background scraping, saved searches and Telegram/push alerts.
- Worked across the VPS Docker backend, Node.js website, seven-language billing area and Windows/Android/macOS releases.

**PSE Express - local parcel pickup and shipping** | React, TanStack Start, TypeScript, Node.js

- Built a multilingual platform with pickup booking, parcel tracking, a size-based price calculator and an admin order dashboard.
- Migrated orders from Firestore to a self-hosted store with nightly backups, admin app notifications and a booking health alarm.

**APERIFOOD Q&A - live event interaction platform** | React 19, Vite, Express, Socket.IO, QR

- Guest, moderator and projector views synced in real time, with PIN-protected moderation, rate limits and a seven-language UI; 282 real responses at one event.

**Remove-Marker - image and video processing** | Python, FastAPI, OpenCV, PyTorch, Stripe

- Asynchronous jobs for watermark detection, multi-box inpainting, video trimming and AI background removal, with temp-media cleanup and Stripe Checkout.

**Open PlayLink** | Node.js, Socket.IO, QR • **COD Second Screen** | C++, Dear ImGui, Direct3D 11

- A real-time party game for up to 18 phones with room codes and reconnectable sessions; a native Windows tool that mirrors game HUD panels onto a second monitor.

## EDUCATION

### B.Sc. in Computer Science for Digital Enterprises (L-31)

Pegaso Online University | 2022 - 2026 |  
Final grade: 88/100

Focus: software development, databases, distributed systems, cloud computing, cybersecurity and social web marketing.

### High School Diploma - Construction, Environment and Territory

IIS Mussomeli e Campofranco | 2015 - 2020

## ADDITIONAL INFORMATION

**Languages:** Italian (native), English (B2 - professional working proficiency)

**Certification:** Italian Red Cross volunteer qualification and first-aid training, Oct 2023.

**Availability:** Open to remote work and software/web development opportunities.

FULL-STACK WEB

REAL-TIME SYSTEMS

SELF-HOSTING

DEVOPS

UNREAL ENGINE