

Alessandro Metta

✉ alessandro@ametta.dev [in /in/alessandrometta/](https://www.linkedin.com/in/alessandrometta/) <https://github.com/n0f3>

SUMMARY

I am a dedicated senior software development team leader with extensive product development experience across various environments, from seed-stage startups to Fortune 500 companies. I excel in dynamic, fast-paced settings and deliver scalable systems that create business value.

SKILLS

Languages: Javascript, Typescript, Python, HTML5, CSS3, SASS

Technologies: React, Angular, Node.JS, FastAPI, PostgreSQL, AWS, GCP, MongoDB, Docker

EXPERIENCE

Senior Software Engineer, Experimentation Team Lead

GameDataPros

October 2022 – April 2024

- Collaborated with product, design, and engineering teams to align on a unified development strategy.
- Mentored and coached junior team members, fostering their professional growth and development.
- Oversaw the development of strategic integrations that contributed to significant business uplift.

Senior Software Engineer

Independent Consultant

November 2021 – October 2022

- Developed an R&D software prototype for a Fortune 500 company to validate product-market fit.
- Provided essential technical guidance for early-stage startups.
- Developed foundational internal tools for scaling experimental products at Warner Bros. Games

Senior Software Engineer

neo.tax

October 2020 – November 2021

- Developed custom deployment and integration pipelines to improve build times and test reports.
- Created a library of composable React elements, reducing duplication and development cycles for everyday use cases.
- Integrated services and APIs on Google Cloud to enable application and Machine Learning model development.

Senior Software Engineer

Independent Consultant

March 2020 – October 2020

- Engaged in developing Web and Mobile Full Stack applications for clients in multiple industries.
- Leveraged Firebase and React Native mobile frameworks to reduce operational costs by over 90%.
- Created comprehensive technical documentation for efficient client hand-off.

Senior Software Engineer

Cobalt.io

July 2018 – January 2019

- Delivered business-critical product features four weeks ahead of schedule, increasing customer satisfaction.
- Increased development team productivity with extreme programming sessions.
- Achieved a 30% reduction in technical support requests by optimizing the bug fixes pipeline.

Senior Software Engineer

Independent Consultant

March 2017 – July 2018

- Built a suite of responsive and reusable web application components, reducing prototype development time by 50%.
- Guided implementation of clients' design and features.
- Applied custom-tailored development tools that reduced feature development turnaround time by half.

Software Engineer

PLAYSTUDIOS

October 2014 – February 2017

- Led the development of crucial social and engagement features that increased app revenue by 10%.
- Implemented a suite of shared project frameworks and plugins, reducing development time by 25%.
- Established new code review standards and processes, decreasing critical bugs and overall tech debt.

EDUCATION

Bachelor of Science in Game Development • Full Sail University • Orlando, FL