



Cristiano Soleti

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Gender: Male Date of birth: 08/04/1994 Place of birth: Italy Nationality: Italian

ABOUT ME

Passionate programmer with a particular interest in game development.

Experienced in front-end web development and web game development.

True masters are never-ending students.

WORK EXPERIENCE

Gamnify

City: Remote | Country: Malta

[01/07/2025 – Current]

Senior Frontend Game Developer

Create highly performant games from scratch, create a delivery pipeline through webcomponent.

Stack used

- Svelte 5
- Typescript
- Animation libraries such as gsap

Matchday <https://matchday.com/>

City: Remote | Country: United States | Name of unit or department: IT | Business or sector: Arts, entertainment and recreation

[17/05/2023 – 01/07/2025]

Senior Software Engineer & AI Engineer

Maintain and update the game client for a soccer simulation game.

Stack of technology used:

- React18
- Next12
- MUI
- Typescript 5
- Jotai

Create an application allowing the team to test and prototype advanced interactions with chatGPT APIs and stable diffusion APIs.

Stack of technology used:

- Vue3
- NestJS
- Typescript 5
- OpenAI apis
- Claude APIs
- Postgres

Update and maintain the backend services

- Rust
- Postgres

CSGONE (Freelance)

City: Remote | **Country:** Switzerland

[01/02/2024 – 01/09/2025] **Lead Frontend Developer**

Build from a scratch the frontend architecture of a custom CMS.

Stack of technology used:

- Vue3
- Typescript
- Tailwind
- PrimeVue

Porting of an outdated and non performant React 17 backoffice to a Vue3 app.

- Vue3
- Typescript
- Pinia
- Tailwind

Quiktech LTD <https://www.quikgaming.com/>

City: Sliema | **Country:** Malta | **Name of unit or department:** IT | **Business or sector:** Arts, entertainment and recreation

[05/09/2018 – 15/05/2023] **Senior Game Developer**

I've been creating and managing the deployment of online multiplayer games such as roulette and bingo.

Stack of technology used:

- Typescript
- Webpack
- Pixi.js
- Gsap
- Vue 3
- NestJS
- MongoDB
- Postgres

Main duties:

- Coordinate and mentor other members of the web team.
- Identify bottlenecks, inefficiencies, and ways in which the web team can improve.
- Participate in the recruiting process as a tech interviewer.
- Create a game engine tailored to our needs.
- Create core business logic for handling game flows according to specifications.
- Create, maintain publish and distribute core libraries with npm.
- Create back office and administration tools for such games powered by NestJs and Vue3.
- Overseeing code quality.
- Participate during game design as part of the tech team to give feedback on the technical challenges

Pick&Pay (Freelanced) <https://www.pickandpay.app/>

City: Barcelona | **Country:** Spain | **Business or sector:** Accommodation and food service activities

[01/10/2021 – 01/12/2022] **Senior Front-End Developer**

Create and maintain the main product web app, which is used to create and pay restaurant orders online.

Stack of technology used:

- Ionic
- Angular
- Typescript 4.5
- SASS
- Zeplin/Figma

Create and maintain the corporate website.

Stack of technology used:

- Nuxt3
- Typescript 4.5
- SASS
- Tailwind
- Zeplin/Figma

Maintained the back office, which restaurants used to handle orders, stocks, and offers.

Stack of technology used:

- Vite
- Typescript 4.5
- Vue3
- SASS
- Tailwind

The Ear LTD

City: San Gwann | **Country:** Malta

[01/07/2017 – 05/11/2018] **Front-End Developer**

Creating a full-fledged casino website in VueJS and Laravel 5.5.

(Migration from Angular code base, structure, API integration, HTML, and CSS according to visuals.)

Stack of technology used:

- Vue2
- Javascript
- SASS
- Laravel
- Angular 4

Creating from scratch and improved an existing sportsbook back-office for bookmakers.

(Structure, API integration, HTML, and CSS according to visuals.)

Stack of technology used:

- PHP
- Vue2
- Vuex
- Vue router
- CSS
- Javascript
- JQuery

Worked in agile, using JIRA for task tracking.

StarworkGC

City: Bari | **Country:** Italy

[10/10/2015 – 25/06/2017] **Unity Coder (C#)**

EDUCATION AND TRAINING

[10/09/2014 – 31/07/2019]

Bachelor degree in computer science

University of Turin - IT department

City: Torino | Country: Italy | Field(s) of study: Computing

Generals:

OOP programming (java)

Software development and HCI

Company Economy

Databases

Web Development

Computer Networks

Computer Security

[20/07/2011 – 10/08/2011]

First Certificate in English

Cambridge Esol

City: Cambridge | Country: United Kingdom |

I participated in a language exchange for a duration of 3 weeks.

I attended a language course in Cambridge and experienced British culture while staying with a host family.

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

JOB-RELATED SKILLS

[Current]

Job-related skills

- 1. **Well-rounded frontend web developer** with strong experience across modern web technologies.
- 2. Proficient in **Git and command-line tools** for efficient version control and collaboration.
- 3. Familiar with **CI/CD pipelines** to streamline development and deployment workflows.
- 4. Equipped with strong **soft skills**, including the ability to navigate challenging situations and collaborate effectively, even in complex team dynamics.

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

- 1. My strengths lie in **clear communication** and **collaborative teamwork**.
- 2. I'm someone my teammates can always count on to **deliver reliably and consistently**.
- 3. Having worked extensively in **remote environments**, I've developed a strong appreciation for the importance of effective communication and accountability in distributed teams.
- 4. I'm also well-versed in **Agile and Scrum methodologies**.