



Francesco Ciucci

Full-Stack Software Engineer

✉ ciucci.francesco01@gmail.com

☎ [+39 329 9862 298](tel:+393299862298) 📍 Panicale, Umbria, Italy

🌐 <https://ciuccihub.com>

Profiles

[LinkedIn](#)

[GitHub](#)

Summary

Full-Stack Developer with a Degree in Computer Engineering and 5 years of experience, including 3 as a Team Leader. Having balanced my career and university studies in parallel, I have developed a pragmatic and analytical mindset where "identifying the problem is half the solution." Specialized in JS/TS ecosystems (React, Next.js, Node.js) and Python (FastAPI), I design scalable architectures with a strong focus on abstraction and efficiency. I am currently seeking new technical challenges to apply my engineering methodology to complex products.

Experience

Eagleprojects S.p.A. Perugia, Italy
Senior Web Developer 2024 - Present

- **Developing** complex, scalable web interfaces using React, Next.js, and Angular, ensuring high performance and clean code standards.
- Technical requirement analysis with a strong focus on business logic abstraction to build maintainable and efficient frontend architectures.
- Seamless integration with backend architectures (Node.js, FastAPI, Java) and proficient management of relational and NoSQL databases (PostgreSQL, MongoDB).
- Proactive identification and resolution of complex bugs, applying a rigorous analytical methodology aimed at maximizing system efficiency.

Eagleprojects S.p.A. Perugia, Italy
Team Leader & Full-Stack Developer 2020 - 2024

- Managed the lifecycle of 5 concurrent complex projects and static sites, optimizing technical processes and team delivery while completing university studies.
- End-to-end development of web applications, ranging from UI (SCSS, JS frameworks) and server-side logic to cloud storage solutions (Redis, S3 Buckets).
- Management of development environments and containerization via Docker on Linux systems, with structured version control using Git (GitLab, GitHub).
- Optimization of technical processes and team time management, ensuring on-time delivery while balancing professional responsibilities with university studies.

Skills

📄 Frontend

Advanced

JavaScript/TypeScript, Angular, React, Next.js, SCSS



📄 Backend

Advanced

Node.js, FastAPI, Java



📄 Database & Storage

Advanced

PostgreSQL, MongoDB, Redis, Bucket S3



📄 DevOps & Strumenti

Intermediate

Docker, Linux, Git, Jira, Agile



Interests

📄 Tech & Homelab

Self-Hosting, Hardware

🚲 Hobby & Lifestyle

Motorcycling, Gym, Photography

🎮 Entertainment

Gaming, Manga, Anime

Languages

Italian

Native speaker



English

Professional Working Proficiency (B1)



Education

Università degli studi di Perugia

Bachelor's Degree in Computer Engineering

2021 - 2026

- Successfully completed academic studies while simultaneously managing a full-time career as a Full-Stack Developer and Team Leader.
- Developed a rigorous engineering and mathematical approach to the analysis, decomposition, and highly efficient resolution of complex algorithmic and architectural problems

ITTS "A. Volta"

Technical High School Diploma

Perugia • 2015 - 2020

Acquired foundational practical and theoretical knowledge in software development, systems, and networking, enabling a seamless and immediate entry into the professional market upon graduation.

Projects

Image Analysis and Routing via LLMs & AI Algorithms | Thesis Project

2026

- Developed the system architecture and UI using Next.js, ensuring a seamless and responsive user experience.
- Implemented an asynchronous backend with FastAPI to efficiently manage high-concurrency requests to AI models.
- Integrated NVIDIA Triton Inference Server and configured a complex Agentic AI pipeline for intelligent task orchestration.

Local Multiplayer Network Game | Java University Project

2024

- Developed a full-stack local multiplayer game in Java, focusing on high-performance real-time synchronization and network stability.
- Designed the LAN network architecture and managed multi-user concurrency through advanced multi-threading techniques.
- Developed a low-latency client-server communication system built on top of Java Sockets, ensuring fluid gameplay across the network.