# Luca Bonini

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#### Education

Georgia Institute of Technology – BS in Computational Media Relevant Coursework: Data Structures and Algorithms, Objects and Design, Computer Graphics and Animation

#### Skills

Technology: React, Javascript, Typescript, HTML, CSS, NextJS, Java, Spring Boot, SQL, ThreeJS, Git General: Customer Service Experience, Problem Solving, Fast Learner, Teamwork Experience, Microsoft Suite

## Work Experience

## Web Developer, MatthewFarleo.art

- Worked with this client to create a website to showcase their design portfolio.
- Created the website using React, HTML, and CSS and hosted it using Vercel. The initial design was based on a mockup the client created within Illustrator.
- Consulted with the client to make the website responsive for mobile, add additional features, and offer suggestions as how to better translate their portfolio goals into a website using web development design principles.

Rater, Telus Digital

- Assessed online search results to enhance their quality. I analyzed and rated content relevance to search terms, while also reviewing language for grammar, tone, and cultural appropriateness.
- Applied the same sort of evaluation process on queries and results coming from large language models and generative AI.

## Technology Consultant, Target - Atlanta, GA

 Assisted guests with any technology related questions or concerns, kept up to date on current technology, and maintained an organized showroom floor and stockroom.

## Extracurricular Projects

#### Future of Esports Vertically Integrated Project at Georgia Tech Member of the Player Health and Safety Team

• Worked together on a team to research player burnout and interview individuals within the Esports scene, with the end goal of developing software to help prevent burnout.

# Member of the STEAM Education Team

 Worked with a team to do research into figuring out ways to further STEAM education and Esports in pre-collegiate schools. Worked with using SQL to set up the framework for the database of an app that will assist in recording the experiences of pre-collegiate Esports players.

Jul 2022 – Present

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Nov 2021 – Jul 2022

Aug 2020 – May 2021

Aug 2022 – Dec 2022