# Davide Fornelli

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## Education

**University of Bari Aldo Moro** — Bari, Italy
*Bachelor's in Computer Science* — *Sep 2024 – Present*

## Work Experience

**Application Management Services (AMS) Team** — Apr 2026 – Present
*Deloitte* — *Bari, IT*

- Supported customer management systems used by several public sector organizations. Performed **software testing**, identified and reported bugs, investigated system issues, and supported day-to-day maintenance activities.
- Used APIs to validate **system integrations**, test endpoints, inspect request and response payloads, and troubleshoot data exchange issues between applications.
- Used **SQL** to query databases, identify data patterns, validate records, investigate anomalies, and support issue analysis and troubleshooting.

## Projects

**prune.win** | *SolidJS, TypeScript, Supabase, PostHog* — Oct 2026 – Present

- Built and shipped solo a daily planner around three tasks a day, with focus timers, streaks and a weekly review; went from first commit to a Mac app in **2 days**, then rebuilt it as a web app within the month (146 commits), reaching **65 accounts** and **1,637 visitors** in 30 days.
- Rebuilt the landing page and sign-in (Google or email): sign-ups that finished signing in rose from **31% to 96%**, and visitors ending up with a working account grew **3.5**× (2.2% → 7.7%).
- Iterated on onboarding across three versions, measured against real users, lifting new accounts that add a first task from **44% to 55%**.
- Instrumented the full funnel with **PostHog** (feature flags, session replays) and **SQL** on the production database; added reminder emails via Brevo and end-to-end tests with **Playwright**. Build log

**AI Tetris Player** | *TypeScript, React, Jev API* — Oct 2026

- Built a Tetris game from scratch (SRS rotations, 7-bag randomizer, hold) that an **LLM can play on its own**. GitHub
- Wrote a **placement planner** that enumerates every reachable landing, scores boards on holes, height and wells with one-piece lookahead, then lets the model pick from a shortlist; covered by unit and end-to-end tests.

## Hackathons & Leadership

**Junction 2026 Hackathon** | *React, TypeScript, ElevenLabs* — Nov 2026

- Built **Walter**, a personal economic trainer for the S-Pankki challenge: users chat or talk by voice about their own spending, with figures computed from transaction data through **LLM tool calls**.
- Implemented deterministic budgeting logic (weekly safe-to-spend, spending baskets, wellness score) and comparisons with Statistics Finland open data. GitHub

**Programming Project** — Jun 2025 – Jul 2025

- Coordinated a team of peers to develop a complex software application in C, defining the **system architecture** and overseeing unit testing and debugging.
- Optimized team workflows through regular meetings and code reviews, earning the highest grade of **30/30**.

## Technical Skills & Languages

**Programming**: TypeScript, JavaScript, C, C++, SQL, HTML, CSS
**Technologies & Tools**: React, SolidJS, Supabase, PostHog, Playwright, Vercel, Git, REST APIs, LLM APIs
**Practices**: Product analytics, A/B testing with feature flags, software testing, OOP
**Languages**: English (Native), Italian