

Giovanni D'Amico

Junior Full Stack Developer

damico.giovanni.90@gmail.com • +447840013924 • Bristol
linkedin.com/in/giovanni-damico-dev • <https://github.com/GiovanniDevs> • <https://giovannidamico.dev/>

SUMMARY

Aspiring DevOps engineer with a full-stack development background, currently completing an intensive DevOps programme covering Linux, Git, Docker, AWS, CI/CD and Infrastructure as Code. Comfortable on the Linux command line, with hands-on experience deploying web applications end-to-end, and a small automated build via GitHub Actions. Background includes 10 years of operational problem-solving in hospitality, where I improved processes and troubleshooted issues under pressure. Motivated by reliable, repeatable systems and keen to support real infrastructure alongside an experienced engineering team.

EDUCATION

DevOps Bootcamp TechWorld with Nana - Bristol, UK (Remote)	April 2026 - Present
AI-Augmented Full-Stack Software Development Skills Bootcamp (16 weeks) Code Institute - Bristol, UK (Remote)	November 2025 - March 2026
Bachelor of Computer Generated Animation IED Rome - GPA: 110/110	September 2011 - May 2014

TECHNICAL SKILLS

Languages:	HTML5, CSS3, JavaScript, Python
Databases:	PostgreSQL
Frameworks:	Django, Wagtail, Bootstrap
Version Control:	Git, Github
Deployment:	Heroku, Render
Ways of working:	Agile (Kanban), GitHub Projects

PORTFOLIO PROJECTS

- **Personal Website** - Deployed a portfolio website built with Wagtail, a Python-based CMS built on Django. Demonstrates continued self-directed development beyond the bootcamp. Technologies: Python, Wagtail, Django.
<https://giovannidamico.dev/> Apr - 2026
- **Problem? Solved** - Built a two-sided web platform where workers share real workplace pain points, generating searchable insights that inspire problem-first business ideas. Full CRUD functionality, user authentication, and PostgreSQL backend. Technologies used: HTML, CSS, Python, Django, PostgreSQL, Heroku. Github: https://github.com/GiovanniDevs/Project_problems Mar - 2026
- **Safeguarding 101** - A clear and simple website that explains safeguarding principles and helps users recognise signs of concern. Technologies used: HTML, CSS. Github: <https://github.com/GiovanniDevs/safeguarding> Dec - 2025
- **Cargo Liner - UE5 Real-Time Environment** Apr - 2024
Modular real-time environment built in UE5, developing my ability to analyse problems, research solutions, and iterate efficiently. Gained experience in giving and receiving feedback, communicating progress, and collaborating in a structured learning environment. *ArtStation:* <https://www.artstation.com/artwork/x3Oqv1>

TEAM PROJECTS

- **1st Hackathon - Wild Cards (3-day project):** Served as Scrum Master, facilitating team collaboration and coordination while contributing to development; built a single-page card-matching game with a twist. Jan - 2026
Technologies Used - HTML5, CSS, JavaScript, Bootstrap, Git, GitHub.
<https://github.com/GiovanniDevs/wild-cards>
- **2nd Hackathon - Tickr (3-day project):** Collaborated with a team to build a to-do list app, practicing teamwork and coordination; contributed to implementing core functionalities and supporting overall project development. Mar - 2026
Technologies Used - HTML5, CSS, JavaScript, Python, Bootstrap, Django, Git, GitHub, Heroku
<https://github.com/ValentinoFarias/Doit>

WORK EXPERIENCE

Career Development Break Dec 2024 - March 2026

- Period of travel followed by further training as a 3D Environment Artist for the game industry, and completion of an intensive Full-Stack Web Development bootcamp to transition into software development.

Kitchen Supervisor • Thali Café Jan 2017 - Nov 2024
Bristol

- Demonstrated strong communication and cross-functional coordination in a fast-paced, multi-role team environment, ensuring smooth service during high-pressure periods.
- Led and organised opening shifts, redesigned prep and stock check processes, and reduced stockouts through improved workflow planning and resource tracking.
- Maintained high standards under pressure, quickly troubleshooting issues to prevent service disruption.
- Managed competing priorities and strict service deadlines by structuring workload efficiently and delegating tasks effectively.
- Identified operational bottlenecks and implemented practical process improvements to increase efficiency and consistency.
- Trained and onboarded new team members, improving team performance and knowledge sharing.

Postman • Postelitaliane S.p.a. July 2016 - Sept 2016
Italy

- Responsible for organisation and distribution of mail within my assigned area whilst employed by the National postal service

Lead 3D Artist • OctolabGames Jan 2016 - June 2016
Italy

- Lead 3D modeller, rigger, and animator in a four-man indie games development team.

ADDITIONAL TRAINING

Unreal Engine 5 Modular Environments by Nate Stephens Apr - 2024
CGMA - 10 Weeks

Tools: Unreal Engine 5, Maya, zBrush, Substance Painter, Substance Designer, Marmoset RizomUV

Fundamentals of Substance for Environment Art by Ben Keeling Nov - 2023
CGMA - 6 Weeks

Intro to Unreal 5 by Christopher Flynn Jul - 2023
CGMA - 6 Weeks

INTERESTS AND CONTINUOUS DEVELOPMENT

- DevOps and cloud infrastructure (currently studying DevOps with hands-on projects covering Linux, AWS, CI/CD, Docker, and Infrastructure as Code).
- Fond of 3D printing, I like to find and create custom solutions to everyday needs
- Sport Climbing and Bouldering.