



FILIPPO DONADONI

Software developer · Solution architect · Product-minded engineer

Milan area, Italy — available for full-remote roles within Europe

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Profile

3 things I love: software development, talking to people, Magic: The Gathering. The first two have been my job for sixteen years. The third is where my engineering goes when nobody is paying for it.

Employee, tech lead, today independent: I take software from the first stakeholder conversation to production and the metrics that follow. Humanities before systems, so communication is part of my engineering — teams of up to seven, the client's direct interlocutor on national-scale portals, a decade of teaching.

For two years my daily work has been agentic AI: LLM-driven development ecosystems with telemetry, quality gates, autonomous loops and guardrails — built and run in a real codebase, not in demos. I would rather show working systems than call myself an expert.

Technical skills

- **Core languages** TypeScript, JavaScript and PHP, at the same level · SQL, HTML5, CSS3 · **working knowledge** Python, GraphQL, AWS
- **Stack** React 19, Vue.js, TanStack Router, Tailwind, Vite · Node/Bun, Laravel, Convex, PostgreSQL, MySQL, MongoDB, Elasticsearch · REST APIs, reactive real-time backends
- **AI / agentic** LLM application design, multi-agent development pipelines, evaluation & telemetry loops, guardrails, MCP tooling, custom-trained image recognition
- **Cloud, delivery & practice** Google Cloud (three professional certifications), Docker, CI/CD, test automation (Vitest), observability (Sentry, custom telemetry) · domain modelling, ADR-driven design, code review, mentoring, team leadership

Experience

2022 –
present

Independent developer & solution architect — freelance

Architecture, development, UI/UX consulting, training. End-client names are under NDA, so engagements are described by scale.

DM GROUP — AGENCY PARTNER

- **Loyalty platform** — European consumer-electronics leader · *Frontend lead*. Catalogue, rewards engine and account area, on a large legacy backend with a multi-country content pipeline.
- **Cinema portal** — Italy's main cinema circuit · *Full-stack developer*. Showtimes, ticketing flows and editorial content, through high-traffic release peaks.

GLUE GLUE — AGENCY PARTNER

- **HR platform for an airline** · *Frontend developer*. Staff records, scheduling and administrative workflows in a regulated, shift-based environment.
- **ERP for a tour operator** · *Co-Architect & frontend developer*. Packages, bookings, variants, accounting, supplier integrations, back-office workflows.

DIRECT CLIENTS

- **Multi-tenant portal for recruiting and events** · *Architect & full-stack developer*. Tenant-scoped data and branding, candidate and event flows.
- **Vertical management systems** — gyms, schools, service businesses · *Architect & builder* (2015 – present). Memberships, scheduling, billing, reporting; still in production.

2020 – 2022	Tecnomedia S.r.l. (Tecnocasa group) — Web developer & project manager • Lead developer of the national portal of Italy's #1 real-estate franchise (2020): listings, agency network, lead generation — client-facing and team-facing at once. • Owned every web project of the company — public portals, admin panels, third-party integrations, and the APIs behind the real-estate portals — coordinating a team of 7 developers and designers.
2018 – 2019	Rolling Pandas — CTO • Built the company's marketplace for long-haul travel offers — public site, admin area, tour-operator back office, API integrations — leading a small team and setting the technical direction.
2016 – 2018	Immobiliare.it — Web developer • Developed and integrated real-estate portals for banks and franchises (unicreditsubitocasa.it, intesasanpaolocasa.it, tecnocasa.it), with the public and private APIs and data flows behind them.
2010 – 2020	Flamingo Media — Independent web developer & designer • Client relationships end to end, from discovery to follow-up; annual supply contract with Robert Bosch S.p.A. Key builds: a complete ERP as a web application for a luxury footwear manufacturer, and a production database (Laravel + MySQL) for the casting director of a national prime-time TV show.
2015 – 2016	Chilli Dee / Four Sea — Sydney, Australia — Web developer & designer Web development for two Australian marketing agencies: on site in Sydney, then remotely from Italy.

Side projects — open source

Tolaria — a full Magic: The Gathering gameplay engine · tolaria.filippodonadoni.it

Rules-correct, server-authoritative MTG engine on the web: real-time two-player games, complete Limited and Constructed play, an ISMCTS game bot, a separate drafting bot, telemetry, admin tooling. Non-commercial.

- **TypeScript end to end on a reactive backend** — React 19 + Vite on Convex; the rules engine is authoritative and deterministic over its event log, the client only a view. Responsiveness across long game states is engineered: render and query-cost work on the hot paths.
- **Held by machinery** — ~1,800 cards across 149 sets behind a CI quality gate (types, lint, unit, integration and self-play tests), plus 81 architecture decision records.
- **Agentic development lab** — multi-agent pipeline with per-run telemetry, an autonomous AFK loop, a graph view of the codebase, guardrails, token-economics optimisation.

Mercadia — collection manager with an ML card scanner

Collection management plus card scanning from a phone camera, on a custom-trained image-recognition model.

Education, teaching & languages

- **Google Cloud** — Professional Cloud Developer (certified), Professional Cloud Architect (2023), Professional Machine Learning Engineer (in preparation)
- **BA, Cultural Heritage Studies** — musicology curriculum, Università degli Studi di Milano, 2010 — 105/110
- **Teaching & stage** ten years alongside development: web design, WordPress and Photoshop (Crossroads, 2013–2016), music and theatre in primary schools, team-building coaching. Actor, playwright and director in a theatre company until 2022.
- **Languages** Italian (native) · English (fluent) · French (intermediate)