

Daniele Ciminieri

Daniele Ciminieri is a senior full-stack developer, software architect, and teacher focused on digital platforms for cultural heritage, data visualization, and interactive exhibitions.

E-mail

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Work Experience

2024 - present

Freelance full-stack developer and software architect

As a full stack developer and software architect, I lead end-to-end development of scalable, high-performance applications—guiding projects from initial concept and architectural design through implementation, testing, and deployment.

I specialize in crafting robust backend systems and intuitive frontend interfaces, ensuring seamless integration across the stack. My expertise spans cloud platforms including AWS, Azure, and Google Cloud, where I manage infrastructure, CI/CD pipelines, and production deployments.

2024 - present

Full-stack developer at [Calibro](#), Milan, IT

Since 2024 I have a stable collaboration with Calibro, a Milan-based design studio that crafts visual tools to explore and communicate complex data, archives, and cultural narratives. As lead developer, I translate intricate design concepts into robust digital experiences, supporting projects across the cultural, academic, and archival sectors. My work involves building scalable web platforms and interactive data visualizations, with a strong focus on performance, accessibility

2016 - 2024

Full-stack developer / software architect / tech lead at [Dotdotdot](#), Milan, IT

During my time at Dotdotdot, a Milan-based multidisciplinary design studio focused on interactive environments and digital installations, I held the roles of full-stack developer, software architect, and tech lead. I led the technical development of immersive experiences for museums, cultural institutions, and public exhibitions, working at the intersection of design, architecture, and technology. My responsibilities included architecting scalable systems, developing responsive interfaces, and overseeing the full development lifecycle.

2013 - 2016

Full-stack developer / Research associate at [DensityDesign lab](#), Politecnico di Milano, Milan, IT

At DensityDesign Lab, a research group within the Design Department at Politecnico di Milano, I contributed as a developer and technical collaborator in projects focused on data and information visualization. Working alongside designers and researchers, I helped translate complex social, cultural, and political phenomena into interactive digital tools and visual narratives. My role involved developing custom web applications and data-driven interfaces that supported academic research and public engagement.

2011 - 2013

Full-stack developer at [Reply](#), Milan, IT

At Reply, a leading consultancy in digital transformation and emerging technologies, I worked across multiple roles including full-stack developer and technical consultant. My contributions centered on the development and integration of enterprise mobile platforms, particularly within the telecommunications and financial services sectors.

Teaching

2023

Teacher in interactive systems at [IED, Cagliari](#), IT

2022

Workshop on interactive systems at [IED, Cagliari](#), IT

2021

Workshop on tangible interactive systems at [Domus Academy](#), Milan, IT

2020

Lecturer, "Coding for immersive spaces and experiences" at [Domus Academy](#), Milan, IT

2019

Lecturer, "Digital manufacturing and physical prototyping" at [Domus Academy](#), Milan, IT

2014 - 2016

Teaching assistant at [DensityDesign Integrated Course Final Synthesis Studio](#) at Politecnico di Milano (data visualization), M.Sc in Communication Design, Milan, IT

Education

2008-2011

M.Sc in computer science engineering at Politecnico di Milano, Milan, IT

2003 - 2008

B.Sc in computer science engineering at Università di Tor Vergata, Rome, IT

Main Tools and Frameworks

Frontend

Vue.js, React, Sveltekit, D3, Bootstrap, Tailwind

Backend and Scripting

Django (Python), Node.js, SQL dbs (PostgreSQL, MySQL), NoSQL dbs (MongoDB, Influx, Redis)

Versioning, Deploy, Cloud Services

Git, Docker, AWS, Azure

Selected Publications

2015

[“Dacena: Serendipitous news reading with data contexts”](#), in Proceeding of the European Semantic Web Conference

2014

[“Climaps by EMAPS in 2 pages \(a summary for policy makers and busy people\)”](#), in Working Paper EURICSE - [related project](#)

2013

[“Weaving data, slicing views: a design approach to creating visual access for digital archival collections”](#), in CHIItaly '13: Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI - [related project](#)

2012

[“Searching for dominant high-level features for Music Information Retrieval”](#), in Proceedings of the 20th European Signal Processing Conference (EUSIPCO)

Awards

2023

ADI Design Index 2023 by Associazione Disegno Industriale (ADI) - [related project](#)

2014

Winner of the “Climate Crush” competition by [Weather Analytics](#) - [related project](#)