Guglielmo D'Anna

Design Engineer
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Experience

June 2024 → current

Founding Design Engineer – Codestory (YC S23) United Kingdom

- Shipped an editor (forked from VSCode) to 3K weekly active users processing 10+ billion tokens/day. I exposed editor internals like AST, LSP, document buffer, SCM and terminal as real-time inputs & APIs over a bidirectional streaming RPC layer to a Rust binary for powering agentic chat and code editing.
- Created a React Devtools and browser integration, cutting the average time from query to completion in half for visual tasks and allowing users to iterate visually.
- Shipped a codegen VSCode extension in two weeks and AgentFarm in one week. I created the extension's scaffolding, pipeline and branding in few days, allowing the team to launch quickly. For AgentFarm – an agents-as-a-service working on GitHub issues – I co-led this challenging pivot by handling go-to-market. Within two days, I rebranded, set up ad campaigns with an automated sales funnel and completed sales calls. In the week before release, we closed about 1,000 GitHub issues.
- Designed and built agentic UX for code editing workflows as one of the first players in the game. I introduced novel design patterns at a time when no clear precedent existed.

October 2021 → April 2024

Design Engineer – Absolute Italy

- Designed and implemented a framework that enhanced Developer Experience (DX) and productivity for an 18-member team, leading to its adoption as the new company standard.
- Led the design of the initial three applications using the new framework, including a B2B learning platform for Italy's second-largest supermarket chain with 16,000 users.
- Facilitated the company-wide transition to a more modern stack with React Hooks, headless UI components, and Tailwind by providing starters, training sessions and mentorship. Subsequently, all team members embraced and advocated for this tech stack.

April 2020 → September 2022

Freelance Web Developer – aPosto Japan (remote)

- Developed pixel-perfect implementations of intricate landing pages within a day or two based on designer's vision, encouraging more ambitious designs and attracting more and more high-profile clients.
- Utilized gsap, three.js, and WebGL to create animations and 3D scenes for interactive web experiences.

September 2018 → October 2021

Co-Founder & CPO – Nxus Netherlands (hybrid)

- Designed and launched a large web app for top-rated Dutch universities, serving thousands of students. My prototype played a crucial role in securing early contracts and was robust enough to be sold as-is to clients like ROC van Amsterdam and Radboud University.
- Implemented a themable design system in our semi-white-labeled app to maintain brand consistency for different clients. User research consistently ranked ease of use and appearance among the most appreciated product features.
- Managed client relations with our first customer, Radboud University, leading a careful balancing act at a time when they were our only client.

Education

October 2016 → July 2019

Polytechnic University of Milan – Bachelor's in Communication Design 110/110.