Antonio Coppe

Toronto, ON

+1-437-898-8542 | antonio.coppe@gmail.com | https://www.linkedin.com/in/antonio-coppe
https://github.com/AntonioCoppe

Summary

A highly skilled Software Engineer specializing in backend development and game services, known for engineering robust backend systems and optimizing gaming metrics to enhance overall performance. Has gained substantial experience in full stack mechanics at Vinyl Studios and built distributed architectures using cutting-edge technologies. Looking to leverage expertise in backend engineering to drive innovative solutions and improvements as a Backend Engineer in a dynamic environment.

Experience

Vinyl Studios   **Jan 2023 - Jan 2025**
Software Engineer (Backend & Game Services)   *Melbourne, Victoria*
- Developed a React dashboard in JavaScript to track performance regressions by integrating test results into a GitHub Actions CI/CD pipeline, reducing issue detection time by 50%.
- Optimized C# waypoint system algorithms to increase simulation throughput from 20 FPS at 10 waypoints to 300 FPS at 100 waypoints.
- Identified and fixed a race condition in the pipe system mechanic that blocked fluid flow in 1% of pipe construction combinations.
- Wrote unit tests in C# using the Unity Test Framework and collaborated with QA to ensure feature reliability.

Multinext   **Jul 2022 - Jan 2023**
Analyst Developer Junior   *Bolzano, Italy*
- Engineered distributed backend architecture by implementing Python, Django, and C# modules, and collaborated with frontend teams to integrate RESTful APIs for a robust full stack solution.
- Maintained code integrity by integrating Git and GitLab to enable efficient collaboration and systematic code reviews, ensuring scalable and secure development.
- Built RESTful APIs using Python and Django to support scalable backend services.
- Resolved MQTT message bugs by quickly decrypting via Bash scripts.

Think Commercial Projects   **Oct 2017 - Jun 2018**
Carpenter Assistant   *Melbourne, Victoria*
- Supported lead carpenters by resolving on-site structural issues and collaborating on project planning to ensure timely completion.

Skills & Interests

- **Programming**: C#, Unity, Java, Python, Django, SQL, JavaScript, React
- **DevOps/ Tools**: Docker, Github Actions, AWS ECS, Git, MySQL, Maven, Unity, GitLab, Unity profiling
- **Software Engineering**: REST API design, CI/CD, Software Testing, Data Structures & Algorithms, Game Development

Education

Libera Università di Bolzano   **Sep 2020 - Jun 2025**
Bachelor's Degree, Computer Science
- **GPA:** 3.7
- **Achievements:** Published Scientific Paper: https://dl.acm.org/doi/10.1145/3698322.3698333

ITIS Negrelli Feltre   **Sep 2010 - Jun 2015**
High School Diploma, Renewable Energy   *Feltre, Italy*
- **GPA:** 4

Leadership & Activities

SPORTING ALTAMARCA   **2012 - 2016**
Led a regional soccer team, developing leadership and teamwork skills.

Endurance Walk With Backpack   **May 2016 - Jun 2016**
Walked 1,000 km in 25 days, demonstrating commitment and planning.

Endurance Hike   **Aug 2023 - Aug 2023**
Climbed a 3,645 m summit and returned within 12 hours, showcasing endurance and resilience.