

Antonio Coppe

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SUMMARY

Software Engineer with 2+ years delivering scalable, low-latency backend services in C# and Python. Built and optimized APIs and microservices running on Docker & AWS ECS, automated CI/CD with GitHub Actions/Terraform, and drove data-informed performance improvements (p95/p99 focus) to shorten time-to-detect and time-to-fix for customer-impacting issues.

EXPERIENCE

Software Engineer (Backend and Game Services), Vinyl Studios Jan 2023 — Jan 2025
Melbourne, Australia

- Met sprint goals consistently by translating demo feedback into clear backlog items and acceptance criteria, enabling predictable delivery against customer-facing milestones.
- Cut commit-to-detect from weeks to minutes by wiring CI/CD-linked performance checks to every PR (GitHub Actions) and exposing results via a React/JS dashboard, improving regression catch rate pre-merge.
- Raised simulation throughput from 20 FPS@10 waypoints to 300 FPS@100 by optimizing C# hot paths (allocation reduction, algorithmic tuning), supporting larger-scale scenarios with stable frame times.
- Sustained predictable performance for 1,000+ concurrent sessions by designing and load-testing a C# microservice, validating API behavior under bursty traffic and tight latency constraints.
- Reduced production regressions in critical inventory flows by expanding NUnit/xUnit edge-case coverage to ~95%, strengthening release confidence and operational readiness.

Junior Developer Analyst, Multinext Jul 2022 — Jan 2023
Bolzano, Italy

- Supported ~20,000 daily requests by implementing RESTful APIs with Python/Django, improving reliability and maintainability for internal and client-facing workloads.
- Restored end-to-end data flow by diagnosing MQTT payload issues and building Bash-based decryption/validation scripts, removing downstream processing failures.

PROJECTS

CI/CD Automation Pipeline (Personal Project)

Increased deployment velocity and consistency by automating build, test, and release across environments using Maven, JUnit 5, GitHub Actions, Docker, AWS ECS, and Terraform.

SKILLS

Programming: C# (5), Java (4), Python (3), JavaScript/TypeScript (4), React/Next.js (4)

Cloud & Orchestration: Docker, AWS (ECS), Terraform

Datastores & Observability: PostgreSQL, MySQL

Software Engineering: REST API Design, Distributed Systems, CI/CD Pipelines, Code Reviews, Debugging & Optimization

Languages: English (fluent), Italian (fluent), German (intermediate)

EDUCATION

Libera Università di Bolzano — Bachelor of Science in Computer Science June 2025
GPA: 3.7 *Bolzano, Italy*

Published research paper: "Patterns for Using Hypothesis Engineering to Manage Architectural Uncertainties"

OTHER INTERESTS

Dolomites, Italy Aug 2023
Planned and completed a 12-hour ascent/descent to 3,645 m by scoping route, pacing, and safety checkpoints to test endurance and decision-making under stress.