

Antonio Coppe

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SUMMARY

Reliable problem-solver from a bootstrapped startup, consistently meeting sprint deadlines and maintaining service uptime. Software Engineer experienced in backend development and game services, building robust systems and optimizing performance. Looking to apply full-stack, backend, and cloud expertise to drive innovative solutions in a dynamic environment.

EXPERIENCE

Software Engineer, Vinyl Studios

Jan 2023 — Jan 2025

Melbourne, Australia

- Thrived under pressure at an unfunded startup, consistently meeting sprint deadlines and maintaining service reliability.
- Built a React dashboard to monitor performance regressions by integrating test results into a GitHub Actions pipeline, cutting issue detection time by 50%.
- Improved C# algorithms for waypoint systems to boost simulation throughput from 20 FPS at 10 waypoints to 300 FPS at 100 waypoints, enhancing scalability.
- Achieved 95% code coverage on the Inventory system's C# codebase using NUnit and xUnit, ensuring comprehensive automated testing.

Junior Developer Analyst, Multinext

Jul 2022 — Jan 2023

Bolzano, Italy

- Built RESTful APIs with Python and Django to support backend services handling roughly 20 000 daily requests.
- Fixed MQTT message bugs by decrypting payloads with Bash scripts, restoring reliable data flow.

Carpenter Assistant, Think Commercial Projects

Oct 2017 — Jun 2018

Melbourne, Australia

- Contributed 10–15 hour workdays on multi-storey commercial building projects, supporting on-site teams to ensure timely completion.

PROJECTS

CI/CD Automation Pipeline (Personal Project)

Developed a full CI/CD workflow using Eclipse, Maven, JUnit 5, GitHub, Docker, AWS, and Terraform to automate building, testing, and deployment on every push to main.

SKILLS

Programming: C#, Java, Python, Django, JavaScript (Node.js, React)

DevOps/Tools: AWS (ECS), Docker, GitHub Actions, Git, MySQL, Terraform

Software Engineering: REST API Design, CI/CD Pipelines, Unit Testing, Debugging & Optimization, Data Structures & Algorithms

Languages: Fluent in Italian & English, Intermediate in German

EDUCATION

Libera Università di Bolzano — Bachelor of Science in Computer Science

Anticipated June 2025

GPA: 3.7

Bolzano, Italy

Achievements: Published research paper in ACM Digital Library (DOI:10.1145/3698322.3698333)

ITIS Negrelli Feltre — High School Diploma (Renewable Energy)

2015

GPA: 4.0

Feltre, Italy

LEADERSHIP & ACTIVITIES

High-Altitude Hike – Dolomites, Italy

Aug 2023

Climbed a 3,645 m summit and returned within 12 hours, showcasing endurance and resilience.

Endurance Trek – Camino de Santiago, Spain

May 2016

Walked 1,000 km in 25 days, demonstrating commitment and planning.