

Antonio Coppe

Etobicoke, ON

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🔗 <https://github.com/AntonioCoppe>

Summary

A focused Software Engineer with strong C# expertise and hands-on experience in backend development and full stack integration. Proven success in engineering scalable distributed architectures and optimizing system performance. Poised to leverage technical acumen and collaborative skills to deliver innovative software solutions for emergency response and satellite communication systems.

Education

Libera Università di Bolzano

Bachelor's Degree, Computer Science

Jun 2025

- **GPA:** 3.7

- **Achievements:** Published Scientific Paper: <https://dl.acm.org/doi/10.1145/3698322.3698333>

ITIS Negrelli Feltre

High School Diploma, Renewable Energy

2015

Feltre, Italy

- **GPA:** 4

Experience

Vinyl Studios

Software Engineer (Backend & Game Services)

Jan 2023 - Jan 2025

Melbourne, Victoria

- Developed full stack game mechanics using C# to integrate real-time data analysis with a CI/CD pipeline, enhancing backend performance and frontend user engagement.
- Collaborated with QA and UI teams by leveraging rigorous testing and peer code reviews to refine interface responsiveness and overall system reliability, utilizing standard debugging practices.
- Optimized application performance by analyzing gameplay metrics, refining critical code paths, and applying sound object-oriented design and data structures principles.

Multinext

Analyst Developer Junior

Jul 2022 - Jan 2023

Bolzano, Italy

- Constructed distributed backend architecture by implementing Python, Django, and C# modules while integrating RESTful APIs with frontend teams to deliver cohesive full stack solutions.
- Maintained code integrity and enabled efficient collaboration by utilizing Git, GitLab, and key software engineering tools to support systematic code reviews and robust debugging practices.

Think Commercial Projects

Carpenter Assistant

Oct 2017 - Jun 2018

Melbourne, Victoria

- Assisted carpenters by solving problems quickly and collaborating effectively, which helped complete projects faster.

Skills & Interests

- **Programming & Frameworks:** C#, Python, NET, Django, Unity, React, Front-End Integration, Front-end Technologies
- **Core Engineering Principles:** Data Structures, Object-oriented Design, SOLID Principles, Design Patterns, Security System Engineering, Optimization
- **Tools & Platforms:** Docker, AWS ECS, SQL, Git, GitLab, Debugging, Software Engineering Tools, Game Development

Leadership & Activities

SPORTING ALTAMARCA

2012 - 2016

Captain

- Camino de Santiago (1000km in 25 days)
- Hike of 3645m Mountain from 1000m in 12h