Emanuele Patruno

Backend developer

Contacts

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About me

I am a kind and calm person, passionate about the tech and development world. I enjoy challenging myself and never stop learning.

Language skills

Native language: Italian

Second language: English

Hobby

Calistenics

Travel   Reading

Videogames

Work Experience

ISCopy S.r.l.
Udine - Trieste
oct 2025 - today

Backend Developer
Development of REST services for the Public Administration (Insiel S.p.A.) based on enterprise architecture.
Main activities:
• Design and development of REST APIs using Java and Spring Boot.
• Full implementation of the REST service workflow.
• Integration with Oracle databases with complex views, functions, and parameterized queries.
• Creation of Controllers, Services, Mappers, and DTOs for new endpoints.
• Functional testing using Postman to validate endpoints.

Insiel S.p.A.
Trieste
mar - oct 2025

Backend developer internship
During this period, I deepened and improved my Java skills, focusing in particular on the conversion of SOAP services into REST services.

I used Spring Boot together with tools such as MyBatis and JPA for interaction with an Oracle database, while JUnit and Postman were used for testing activities.

Serv. Civile
Gradisca d'Isonzo
jul 2023 - jul 2024

Volunteer Librarian
I worked as a volunteer librarian at C.I.S.I. in Gradisca d'Isonzo through the Universal Civil Service. I was responsible for managing the organization's and library's digital presence, maintaining the website and applying the skills acquired during my studies.

Divulgando S.r.l.
Trieste
sept - nov 2022

Full-stack/game developer
After the internship, I continued with a freelance collaboration and later an apprenticeship as a Fullstack and Game Developer.

I deepened my back-end development skills using phpMyAdmin and CodeIgniter, developed an Augmented Reality web app, worked on WordPress websites using Elementor, and contributed to the development of a Progressive Web Application (PWA).

Divulgando S.r.l.
Trieste
gen - may 2022

Game developer internship
• Participation in the development of a WebGIS project for Interreg Italy–Slovenia.
• Use of Bootstrap and JS, with Leaflet library for dynamic map and layer management.
• Collaboration in the development of the educational video game "Science Field" for OGS.
• Involvement in both design and development phases using Godot Engine.
• Participation as an exhibitor at the national convetion Play!, presenting the project at the OGS stand.

Ubiz3D S.r.l.s.
Gorizia
may - jul 2021

Unity developer intership
During the summer of 2021, I collaborated on the development of an interactive virtual tour for a Simmons mattress store.

I contributed to the implementation of the project by developing a desktop PC version and integrating an online project builder that allowed customers to create and modify the store virtually without requiring programming skills or direct use of Unity.

Education

Higher Technical Diploma | 2022
UX DESIGN
ITS ALTO ADRIATICO
• UX Techniques
• UI design and development
• In-depth knowledge of front-end languages
• Interface functionality and usability testing

Upper Secondary School Diploma | 2020
INFORMATICA
ISIS GALILEO GALILEI
• Fundamentals of programming and algorithmic logic
• Basics of computer systems and networks
• Design and management of relational databases
• Application and web development