



# Emanuele Patruno

Backend developer

## 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 convention Play!, presenting the project at the OGS stand.

### Ubiz3D S.r.l.s.

Gorizia  
may - jul 2021

### Unity developer internship

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

## 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

Calisthenics

Travel

Reading

Videogames