

# Pietro Prebianca

Software  
Developer

---

## Personal Info

03/04/1994  
Via Fabio Filzi 104  
36078, Valdagno (VI)  
Italian  
(+39) 3406168667  
[pietroprebianca94@gmail.com](mailto:pietroprebianca94@gmail.com)  
<https://kegbird.github.io/portfolio>

---

---

## Main competences

- Desktop and mobile application development
  - Game development
  - Computer graphics
  - Web Development
- 

---

## Languages

- Italian (mother language)
  - English (B1)
- 

---

## Work experience

---

### Domnia S.R.L - Develon Group

11/2023 - Present

### GFT Italia S.R.L

05/2022 - 11/2023

I worked at GFT Milan as back-end developer to a credit risk management project.

My main responsibilities were:

- Development of rest web services (springboot) with relative unit tests (mockito, junit)
  - Development of stored procedure on dbms (postgresql)
  - Minor development on front-end side (angular)
  - Releasing software in test and production environment
  - Monitoring issues in production environment
  - Customer assistance
- 

---

## Programming languages

C#, C++, Rust, Python, SQL, Matlab, Java, Swift, Typescript

---

---

## Tech framework

Game development

Unity, Unreal, OpenGL

Application development

.NET, Tauri

Mobile development

Swift, Java

Web development

Testing framework

Versioning

DBMS

Augmented reality

Machine learning

Other

Angular, Springboot

JUnit, Mockito

Git, Subversion

MySQL, PostgreSQL

ARKit

Vision, Tensorflow

CUDA C, Matlab

---

## Other activities

---

### Lazy Duck Games

05/2022 - Now

I publish video games under this name.

My part in LDG is game developer and designer.

At the moment I'm working with other collaborators on two video games for smartphones.

### Order Please 2.0

09/2023 - Now

Beside LDG, I'm developing a cross platform application for my parents, using the Tauri framework.

The main aim of this project is to deliver something effectively useful for them and, at the same time, learning rust.

### Game Jams

01/2018 - Now

I actively take part in game jams as game programmer.

Ludum dare and Global Game Jam are always on my agenda.

---

## Personal projects

---

### Wood Jump

Unity 3D

Arcade 2D game for desktop and smartphones.

### GL\_Ninja

OpenGL, Bullet

Real-time 3D mesh cutting project.

### Hot Stuff!

Unreal Engine 4

Online multiplayer kart game.

### AGraph

Arkit

3D Graph plotter for iOs devices.