

PIETRO PREBIANCA

DETAILS

ADDRESS

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DATE / PLACE OF BIRTH

03/04/1994
Arzignano

NATIONALITY

Italian

LINKS

[Github](#)

[Portfolio](#)

[Linkedin](#)

[Facebook](#)

[Instagram](#)

PROFILE

I am a web developer with a strong passion for creating video games.

In my spare time I publish video games as Lazy Duck Games and take part of game jams.

SKILLS

- Desktop and mobile application development
- Back-end web development
- Game development

LANGUAGES

- Italian - Mother language
- English - B1

EMPLOYMENT HISTORY

Project Developer, GFT Italia S.R.L

Milan

May 2022 — Present

I work as back-end developer to a credit risk management project.

My main responsibilities are:

- Development of web services (springboot) and relative unit tests (junit, mockito)
- Development of stored procedure on dbms (postgresql)
- Bug fixing on back-end and front-end side
- Minor development on front-end side
- Releasing new software on the testing platform

EDUCATION

Master degree in Computer Science, University of Milan

Milan

Mar 2018 — Jun 2022

Graduated with 108/110

Bachelor degree in Computer Science, University of Verona

Verona

Oct 2014 — Nov 2017

Graduated with 105/110

Computer Expert, IIS Marzotto-Luzzatti

Valdagno

Sep 2008 — Jun 2014

High school diploma: 75/100

TOOLS

Desktop application development

.NET

Mobile application development

Java, Swift

Back-end web development

Springboot, .NET Core

Game development

Unity 3D, Unreal Engine 4 and OpenGL

DBMS

PostgreSQL, MySQL

Machine learning

Tensorflow, Vision

Augmented reality

ARKit

Other technologies / languages used

Cuda C, C, Python, Matlab, Typescript, Html, CSS

PROJECTS

Spinning Tower - Unity 3D

Jun 2022 — Present

A tower defense game in which You help a wizard to grasp the meaning of life.

The game is in the final phase of development: I followed the entire implementation of the game and most of the its design.

Block Game - SFML

Oct 2022 — Oct 2022

Block Game is a C++ Candy Crush clone prototype implemented with the SFML library.

I worked on all aspects of this project.

Ball Game - Unity 3D

Nov 2022 — Nov 2022

Ball Game is a simple 3D game where You have to bring a ball to the end of the path, before a timer goes to 0.

I worked on all aspects of this project.

Spline Ramp - Unity 3D

Dec 2020 — Jan 2021

Spline Ramp is a small puzzle game, in which You have to build a ramp to launch a ball into a net.

I worked on all aspects of this project.

GL_Ninja - Bullet, OpenGL

Aug 2020 — Jan 2021

GL_Ninja is a fruit ninja clone implemented in C++ using OpenGL and Bullet libraries.

I worked on all aspects of this project.

Order Please - .NET, .NET Core, Java, MySQL

Jan 2020 — Present

Order Please is a management application developed for my family (my family runs a restaurant); it's composed from 4 parts, all using a database in which are stored dishes, drinks and all other things that can be sold to our customers.

I worked on all aspects of this project.

AGraph - ARKit

Jun 2019 — Oct 2019

AGraph is an augmented reality application for iOS that allows to plot, over a designed image, 3d point graphs.

I worked on all aspects of this project.

Everyday you play the gong - Unity 3D

Oct 2018 — Jan 2019

Everyday you play the gong is a small puzzle game built with Unity, in which you control an intern who works in a monastery.

I drawn and animated most of the sprite and UI assets of this project.

Hot Stuff - Unreal Engine 4

Apr 2018 — Jun 2018

Hot Stuff is a multiplayer online racing game with a strong reference to Rocket League and Mario Kart.

Of this project, I followed the game design process and the implementation of the game play.

Wood Jump - Unity 3D

Jun 2017 — Oct 2019

Wood Jump is a 2D android/pc arcade game developed with Unity.

I worked on all aspects of this game.