Pietro Prebianca

Software Developer

Details

03/04/1994
Via Fabio Filzi 104
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Contacts

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https://kegbird.github.io/portfolio

Skills

- Desktop and mobile application development
- Game development
- Computer graphics
- Augmented reality

Languages

- Italian (mother language)
- English (B1)

Working experience

GFT Italia S.R.L

05/2022 - Now

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

University of Milan, Master's degree in Computer Science

03/2018 - 6/2022 Milan

108/110

University of Verona, Bachelor's Degree in Computer Science

10/2014 - 11/2017 Verona

105/110

I.T.I Marzotto, Computer expert

09/2008 - 7/2014 Vicenza

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Tools and languages

Game development	Unity, Unreal, OpenGL
Application development	Java, C, C++, C#
Mobile development	Swift, Java
Web development	Html, CSS, Javascript, Typescript
Versioning	Git, Subversion
DBMS	MySQL, PostgreSQL
Augmented reality	ARKit
Machine learning	Vision, Tensorflow

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Projects

Spinning Tower

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 its design.

Block Game

Black Game is a Candy Crush prototype implemented with the SFML library.

Ball Game

In Ball Game, You control a sphere over a procedural generated path.

Spline Ramp

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

GL_Ninja

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

Order Please

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.

AGraph	AGraph is an augmented reality application for iOS that allows to plot, over a designed image, 3d point graphs.
Hot Stuff!	Hot Stuff is a multiplayer online racing game with a strong reference to Rocket League and Mario Kart.
Wood Jump	Wood Jump is a 2D android/pc arcade game developed with Unity.