

Pietro Prebianca

Software Developer

Main competences

Languages

Work experience

Programming languages

Tech framework

Game development

Application development

Personal Info

03/04/1994
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- Desktop and mobile application development
 - Game development
 - Computer graphics
 - Web Development

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- Italian (mother language)
 - English (B1)

Domnia S.R.L - Develon Group

11/2023 - Present

I'm currently working in Domnia as back-end developer (springboot) to a new ticketing application.

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

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

Unity, Unreal, OpenGL

.NET, Tauri

Mobile development

Swift, Java

Web development

Angular, Springboot

Testing framework

JUnit, Mockito

Versioning

Git, Subversion

DBMS

MySQL, PostgreSQL

Augmented reality

ARKit

Machine learning

Vision, Tensorflow

Other

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.

