PIETRO PREBIANCA

DETAILS

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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

Spinning Tower is a 3D 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.

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:

- An android application
- A db management desktop application
- A desktop application which simulates a cashdesk
- A small web service which espose db data

Block Game - SFML

Oct 2022 — Oct 2022

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

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 the timer ends up.

Spline Ramp - Unity 3D

Dec 2020 — Jan 2021

Spline Ramp is a small puzzle game, in which You exploit curved ramps to throw a ball into a net.

GL_Ninja - Bullet, OpenGL

Aug 2020 — Jan 2021

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

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.

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.

Hot Stuff - Unreal Engine 4

Apr 2018 — Jun 2018

Hot Stuff is a multiplayer online racing game inspired by a Rocket League and Mario Kart.

Wood Jump - Unity 3D

Jun 2017 — Oct 2019

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