

# Pietro Prebianca

## Developer

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### Pietro Prebianca

03/04/1994  
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<https://kegbird.github.io/portfolio>

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### Competenze

- Desktop and mobile application development
  - Game development
  - Machine learning.
  - Computer Graphics.
  - Augmented Reality
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### Languages

- Italian (mother language)
  - English (B1)
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### Working experience

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#### GFT Italia S.R.L

5/2022 - Now

Back-end, front-end developer

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### Education

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#### University of Milan / Master's Degree

3/2018 - 6/2022 Milan

108/110

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#### University of Verona / Bachelor's Degree

10/2014 - 11/2017 Verona

105/110

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#### I.T.I Marzotto / Computer expert

9/2008 - 7/2014 Vicenza

75/100

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### Tools and languages

Game development tools

Unity, Unreal e OpenGL

Application development

.NET, Java, C, C++

Mobile development

Swift, Java

Web development

Html, CSS, PHP, Javascript

Versioning	Git, Subversion
DBMS	MySQL, PostgreSQL
Realtà aumentata	ARKit
Machine learning	Vision, Tensorflow

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## Projects

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; each graph is defined by a csv file which describes a list of 3d points and colours. These csv files loaded from the application are downloaded from a dropbox directory.
GL Ninja	GL Ninja is a fruit ninja clone implemented in C++ using OpenGL and Bullet libraries.
Wood Jump	Wood Jump is an android/pc arcade game developed and built with Unity; in the game you will control a cave man who jumps over a path of trunks that flow in a river full of dangers such as crocodiles, vultures, hawks, piranhas and crazy monkeys.
Hot Stuff!	Hot Stuff is a multiplayer game developed with Unreal Engine; it's a mix between Rocket League and Mario Kart: each player control a tanky kart with which has to launch a bomb ball into the enemy base (in order to make points), exploiting boosts and power ups that spawn in the battleground. The team which gathers more points wins.
Everyday you play the gong	Everyday you play the gong is a small rpg built with Unity, in which you control an intern who works in a monastery; the game is full of puzzles that you have to solve to understand an hidden lore and funny dialogues and easter eggs.

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## Hobby

- Game development
- Video Games
- Photography

- Pixel Art
- Cooking
- Accordion