Pietro Prebianca

Valdagno, Italy, 3406168667, pietroprebianca94@gmail.com

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

May 2022 — Present

Project Developer, GFT Italia S.R.L

Milan

I'm working 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

Mar 2018 — Jun 2022

Master degree in Computer Science, University of Milan

Milan

Graduated with 108/110

Oct 2014 — Nov 2017

Bachelor degree in Computer Science, University of Verona

Verona

Graduated with 105/110

Sep 2008 — Jun 2014

Computer Expert, IIS Marzotto-Luzzatti

Valdagno

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 Management

PostgreSQL, MySQL

Machine learning

Tensorflow, Vision

Augmented reality

ARKit

Other technologies / languages used

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

PROJECTS

Jun 2022 — Present

Spinning Tower - Unity 3D

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.

Oct 2022 — Oct 2022

Block Game

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

I worked on all aspects of this project.

Nov 2022 — Nov 2022

Ball Game - Unity 3D

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.

Dec 2020 — Jan 2021

Spline Ramp - Unity 3D   Milan

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.

Aug 2020 — Jan 2021

GL_Ninja   Milan

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

I worked on all aspects of this project.

Jan 2020 — Present

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

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.

Jun 2019 — Oct 2019

AGraph - Swift   Milan

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.

Oct 2018 — Oct 2019

Everyday you play the gong - Unity 3D   Milan

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.

Apr 2018 — Jun 2018

Hot Stuff - Unreal Engine 4   Milan

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.

Jun 2017 — Oct 2019	**Wood Jump - Unity 3D**
	Wood Jump is a 2D android/pc arcade game developed with Unity.
	I worked on all aspects of this game.

| Feb 2023 | **Disdice - Unity 3D** | Bay Area Jam |

Disdice is a 2D top down shooter, in which You have to survive against hordes of dices.

I imported and integrated all assets (sprites, animations and sound fx) and implemented the entire code base.

| Jan 2023 | **A new plant - Unity 3D** | GGJ Brescia |

A little 2D top down puzzle game.

I managed all the code base of the game, developing most of its mechanics.

| Apr 2021 | **Overthough - Unity 3D** | Ludum Dare 48 |

Overthough is a 2D platform game.

I followed this project as programmer, developing most of its mechanics.

| Apr 2021 | **Mostascene - Unity 3D** | Urban Stories Reloaded 2021 |

MostaScene is a narrative point click video game developed in one week for the event Urban Stories Reloaded.

| Jan 2021 | **Vitae - Unity 3D** | GGJ, Event Horizon Padua |

Vitae is a point and click adventure featuring 4 different part of life, each with different interactions and mini games.

I developed all its code base, integrating all its assets in the process.

| Jan 2020 | **Atmospair - Unity 3D** | GGJ, Politecnico di Milano |

Atmospair is a 3D management survival game.

I composed all tunes needed in the the game.

| Jan 2019 | **A new home, Game Maker** | GGJ Roma |

We didn't deliver a game in this game jam, due to the concept complexity.

I took part of this project as pixel artist.

| Jan 2018 | **Biotransphere, GGJ, Politecnico di Milano** |

Biotransphere is 3D FPS puzzle game, where you control an austronaut which lives on a remote planet.

I worked at this project as programmer, developing most of its mechanics.