

Daniele Petracca



Portfolio: <https://danipetra.github.io/>

LinkedIn: <https://www.linkedin.com/in/daniele-petracca-58684a165>

GitHub: <https://github.com/danipetra>

Email: daniele.petracca.dp@gmail.com

Phone: (+39) 393 9477087

Skype: live:..cid.8e97a7337f4c68ab

Address: Rione del pozzo, 35, Duronia (CB)

Profile/Summary

I am **creative, intuitive, curious**, and **empathetic**, and I have found programming to be the perfect tool for expressing myself. I hold a degree in computer science, with a thesis focused on game design and development: "Detection and Visualization with Graphs of Network Traffic Anomalies." My past roles include Data Analyst and Frontend Developer. I am seeking a position as a **Frontend Developer** that allows me to express my creativity, improve my technical and soft skills, and engage with new people to grow both personally and professionally.

Key Skills

Proficient

- **Javascript and Typescript, HTML, CSS:** Extensive experience in React and Angular, with strong expertise in web application development and the Ionic framework. Skilled in data visualization and game development (2D, 3D, XR) and with tools such as Three.js, P5.js, Pixi.js, ReactPixi, and G6. Familiar with various JavaScript ES versions and their features, from ES6 down to earlier versions.
- **Python:** Experienced in backend development with the Flask microframework. Proficient in data manipulation and analysis, utilizing pandas and NumPy libraries.
- **Git, Gitlab and Github.**
- **.Net framework, Unity Engine, C#:** Strong experience with .NET Framework and C#. Proficient in Android 2D and 3D game development using Unity Engine, including Play Store publishing and advertising via Unity Ads. Knowledgeable in XR development and packages such as XR Interaction

Toolkit and Oculus Integration SDK. Familiar with many Unity systems and libraries (animations, input actions, particle system, UI components, audio, JSON, networking).

Intermediate

- Unreal Engine
- MySQL
- C
- C++
- Version1, Jira

Novice

- Microsoft Power Platform
- NGINX web server

Languages

- English: Professional (B1)
- Italian: Native

Education

Degree in Computer Science

University of Molise, Isernia (Sept 2015 – Oct 2022)

Vote: 103/110

Most important subjects: Web and Mobile Development, Software Engineering, Object Oriented Programming, Algorithms and Data Structures, Game Development, Math, Physics, Artificial Intelligence.

CRM Developer Academy

Digital Thinks (Sept 2021- Nov 2021)

I have deepened programming with C# and Javascript. I learned database creation, maintenance and query building using SQL Server.

High School Diploma, Information Technology

ITIS G. Marconi (Sept 2010 – July 2015)

Vote: 88/100

Most important subjects: Object Oriented Programming, C and Java programming languages, Operative Systems, Math.

Work Experience

Eurobet Italy (Rome)

Frontend Games Developer (May 2023 - now)

Developed slot games using JavaScript, with strong proficiency in Pixi.js library, DOM manipulation, and canvas elements. Experience with React and ReactPixi. Project management with npm libraries and gulp. Manipulation and integration of 2D sprites and animations using Spine software and Photoshop. Familiar with Agile principles, workflow, and the use of Version1, Jira, and Confluence.

Digital Video (Rome)

Fullstack Developer (Nov 2022 – April 2023)

Developed functionalities for Digital Video products, primarily using Python for backend and JavaScript for frontend. Familiar with NGINX web server customization and development and integration of modules using C and C++ programming languages. Utilized libraries for media processing such as FFmpeg and OpenCV.

Collaboration with Dromic

Unity Developer (April 2022 – October 2022)

For my thesis work, I collaborated with Dromic, a company specializing in 2D and 3D data visualization, to create a 2D web application using G6, a visualization engine, for showing graphs of network traffic anomalies. Developed a VR application using Unity to enhance user interaction and immersion.

Azeltech (Campobasso)

Junior Data Analyst (Sept 2020 - Mar 2021)

Analyzed and converted data in the healthcare sector, collaborating with the regional health company to improve quality. Created reports for healthcare personnel, highlighting errors and relevant data.

Achievements

Developed and published a mobile game: Gravity Swap, available on Play Store

Unity Developer (Oct 2021)

Developed and published *Gravity Swap*, a 2D endless runner video game using C# with Unity engine, available on Google Play Store for Android devices.

[Link to game](#)

Collaboration with Unimol (University of Molise, Isernia)

Frontend Developer (Jan 2017 - July 2017)

During the software engineering course at my university, in collaboration with my fellow students, I contributed to the application of Unimol, made using the Ionic framework. The programming languages used were Typescript, Javascript, HTML and CSS.

Hobbies and Interests

In my free time, I enjoy making and playing video games, as well as playing the piano and singing. I have been the singer and frontman of a band, which helped me develop creativity and the ability to engage with the public and work well with a group.

I have been involved in cultural associations in my town, organizing events and city festivals.

I play various sports, including swimming, skiing, and running.

Duronia (CB), April 21, 2024