

Pietro Prebianca

Backend developer / Game developer

Via Fabio Filzi 104
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WORK EXPERIENCE

Domnia S.R.L - Develon, Vicenza — Backend developer

11/2023 - Present

- Backend developer

GFT ITALIA S.R.L, Milan — Backend developer

05/2022 - 11/2023

- Backend developer
- Minor frontend developments
- Customer assistance and production monitoring

EDUCATION

University of Milan — M.D. Computer Science - 108

03/2018 - 06/2022

University of Verona — B.D. Computer Science - 105

10/2014 - 11/2017

OTHER ACTIVITIES

Lazy Duck Games

06/2017 - Present

[LDG](#) is a small group of game developers that I lead.
I am the coordinator, game designer and programmer of the group.

GAMES PUBLISHED

Wood Jump

2019 - Unity3D - Android

Spinning Tower

2025 - Unity3D - Android

Sadie V2

TBD - Unity3D - Android / PC

WEB POINTERS

- [Portfolio](#)
- [LinkedIn](#)

LANGUAGES

- Italian, mother language
- English, B2

TECH FRAMEWORKS

- Spring Boot
- .NET
- Unity3D
- Unreal Engine 4
- Nodered
- Sentry
- OpenGL
- ARKit
- .NET Core
- Tensorflow
- Angular

PROGRAMMING LANGUAGES

- C#
- Java
- Rust
- C / C++
- Python
- Javascript
- Typescript

IDE AND TOOLS

- IntelliJ
- Git / Tortoise
- Visual Studio
- Docker