

Luca Fabbian - Computer Engineer

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Mainly into software architecting/framework developing/web and Android apps



Professional Experiences

W. Witted Srl - Backend & frontend developer, software architect

Internship, from 20th July to 26th August 2020

I worked on *Daphne* (a project about monitoring forests with smart sensors), developing a backend from scratch with *AWS*, *Serverless* and *Node*. I also developed a frontend, with *Javascript+Svelte*, to view and label data.

I worked again on the *Zephyrus* framework: a major rewrite with *ZeroMQ* instead of *ROS* improved build time of 10'000% and delay of 100'000%. It's still adopted in over 10 company projects.

W. Witted Srl - Software architect

Student internship, from 26th August to 8th September 2018 + remote work shortly afterwards

I designed and coded a framework called *Zephyrus*. Based on *ROS* and *Docker*, *Zephyrus* automates build, run e debug of distributed programs, as the ones used in company robots.

I was also involved in the making process of a *Sealion* ROUV (underwater drone) prototype.

Education and Awards



University of Padova - Computer Engineering, still ongoing

Master Degree, from October 2021 to date

University of Padova - Information Engineering, score: 110/110 Cum Laude

Bachelor Degree, from October 2018 to September 2021

I chose the traditional University of Padova career: a bachelor degree with exams about computer science, maths, physics, electronics and telecommunications + a master degree focused on computer science only. Bachelor Thesis: I suggested and developed *Unyw*, an hybrid app for running desktop *Linux* binaries on *Android*, with a brand new system to remap native GUIs into web pages.



Zerorobotics challenge - First place worldwide

International programming competition, 2017/2018 edition

During high school, I was team leader and main developer of the "Space Lions" team, which won the international Zerorobotics challenge launched by NASA and MIT.

Skills

Developing: I deeply know the *Typescript/Javascript* ecosystem, including *Node*, *Electron*, *Ionic* and *HTML/CSS* (with *Svelte*, *Vue* e *React* frameworks). I also know *Java*, *Kotlin*, *Python*, *Golang*, *Bash*, *C*, *C++*, *Nim* and, with less degree, *Matlab* and *Haskell*. I am comfortable with *Git*, *Docker*, *AWS*, *Kali Linux*.

Languages: Italian mothertongue. I am used to write and read in English for my everyday studies.

Soft skills: quick-learner, able to handle deadlines and last minute issues. I am used to work in groups. As a hobby, I enjoy learning about modern narratology techniques.

About me:

I am a sunny and joyful boy, who started programming at eleven years old and never stopped. I love reading, cooking, walking, watching Netflix while drinking a cup of chamomile (tea makes me sleepless). I contribute to many open-source software; I designed and still maintain projects as:

magebook editor: a web app to write and prototype interactive fiction and gamebooks. Key features: collaborative editing based on *Firebase*, *Word/Libreoffice* interoperability, template to make *Ionic* apps. Employed by many italian publications.

electron-iso-packager: *Node* library to package *electron* projects into self-bootable CD *.iso* files, based on *Tiny Core Linux*.



lucafabbian.github.io