

# Luca Fabbian - Computer Engineer

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Software architecting / framework developing / web and Android apps



## Professional experiences



### Gasparini Srl - Developer, researcher

*Full time job, from January to July 2024*

I worked again at this company as a researcher and developed several prototypes, including an AI-based voice control system, 3D space algorithms, and a monitoring system. I improved, rewrote and migrated my thesis project from the cloud to a self-hosted solution using *Solid.js* and *PocketBase*. My work primarily involved *Typescript*, *Python*, and *Go*.



### Banca delle Terre Venete “Bank of Venetian Lands” - Developer, engineer

*Two months project, spring 2024*

After a company merger, the bank had duplicated software and procedures, causing inefficiency. I developed an automation tool, *bccauto*, to sync data from various sources and execute advanced macros. Working within strict security protocols and a legacy system, I used *Go* for its developer speed and portability. The UI was built with *Alpine.js* for easy, on-the-fly modifications.



### Playnook - Frontend developer

*Two months project, summer 2023*

This audiobook publisher sought to use generative AI for translations, revisions, and text editing. I developed a plugin for *Magbook*, an open-source editor I created in 2019, popular in Italy. This plugin connects to the OpenAI GPT-4 API, performs intelligent queries, and integrates with the editor.



### Gasparini Srl - Backend & frontend developer, researcher

*Internship, from November 2022 to April 2023*

Gasparini is a leader company of high-quality industrial machinery hardware, but still relies on legacy software. I investigated on a cloud migration scenario and I developed a web app able to ingest industrial drawings and turn them into machine instructions. I used *Typescript+Svelte+Three.js+TailwindCSS* for the frontend, and *Node+Postgres+Postgraphile* for the backend. I worked with microservices, Docker, Azure and CI/CD pipelines based on Pulumi.



### Witted Srl - Backend & frontend developer, software architect

*Two weeks internship, summer 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 10000% and delay of 100000%.



### Witted Srl - Software architect

*Two weeks high school internship, summer 2018 + remote work afterwards*

I brought to the company a framework I developed called *Zephyrus*, which is based on *ROS* and *Docker*. *Zephyrus* automates the build, run, and debug processes for distributed programs used in the company's robots. I was also involved in the making process of a *Sealion ROUV* (underwater drone) prototype.

## Education and Awards



### University of Padova - Computer Engineering, 110/110 Cum Laude

*Master Degree, from October 2021 to October 2023*

### University of Padova - Information Engineering, 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 related to computer science, maths, physics, electronics and telecommunications + a master degree focused on computer science only, with a special focus on WIDE (Web Information and Data Engineering).

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.

Master Thesis: working with Gasparini Srl, a company about industrial machineries, I engineered a solution to reimplement legacy softwares into a cloud one.



### 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.

**Languages**: Italian mothertongue. I am used to write and read in English for my everyday studies. TOEFL Certificate, with a score of 102/120 (more than a C1 level).

**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

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). Open-source enthusiast; I wrote and still maintain projects as:

**runcss**: on-the-fly javascript compiler for Tailwind.

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

**hdt-wasm**: WebAssembly port of the HDT library, used for graph databases.

**ipycpp**: Jupyter kernel to run C++ codes into notebooks. Similar to xeus-cling, but simpler, hackable and with less magic behind.

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



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