

Luca Fabbian - Computer Engineer

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Software architecting / framework developing / web and Android apps



Professional experiences

W. Gasparini Srl - Backend & frontend developer, researcher

Internship, from November 2022 to April 2023

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%. It's still adopted in over 10 company projects.

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 10000% and delay of 100000%. It's still adopted in over 10 company projects.

W. Witted Srl - Software architect

High school internship, from 26th August to 8th September 2018 + remote work 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 (expected end: summer 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 about computer science, maths, physics, electronics and telecommunications + a master degree focused on computer science only.

Bachelor Thesys: 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.

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

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:

Magebook editor: a web app to write and prototype interactive fiction and game-books. 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