Luca Fabbian - Computer Engineer

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Software architecting / framework developing / web and Android apps

Professional experiences

Gasparini Srl - Backend & frontend developer, researcher

Internship, from November 2022 to April 2023

Gasparini is a leader company of high-quality industrial machinery. Even though they are expert in the hardware area, they still rely on legacy software. That's why they asked me to investigate on a cloud migration scenario. In the end, I developed a prototype 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

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.

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, 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 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.

Master Thesys: 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 tecniques.

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 interopability, 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.

lucafabbian.github.io