# Luca Ognibene

### Better done than perfect

#### Education

2000–2004 Academic Degree, Università degli studi di Parma, Parma, Computer Engineering.

# Experience

#### Work

# 2004- Developer and Project Manager, AntekLAB, Porto Mantovano.

My main task is server software design and development but i also help to management our IT infrastructure (we're a small company).

Detailed achievements:

- designed a complete video-security system;
- o designed and developed a Python multi-process video-security server based on Twisted;
  - developed modules to acquire/analyze/archive/stream video streams from ip camera;
  - developed simple algorithms to do motion detection on live streams;
  - integrated lots of external components(panels, rfid, modbus, camera, video cards, ..);
  - developed lots of GStreamer plugins;
  - integrated a no-sql server(redis) for better performance and scalability;
  - developed a cloud service to offer network connections to all our clients using openvpn;
  - developed public API;
  - developed an automatic syncronization framework between connected servers;
- developed a C OpenGL client for Windows and Linux used to display live and recorded video streams in multiple codecs;
- implemented a continuous integration system using Jenkins, Trac, subversion and custom scripts;

# Languages

Italian Very good Mother language

English **Quite good** No problem in reading/writing. I'm not used in listening/speacking.

#### Computer skills

Operating Linux, Windows, Android

Systems

Main Python, LUA, C

Programming Languages

Frameworks Twisted, GStreamer

Servers PostgreSQL, nginx, redis, sqlite

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Applications Emacs, GIMP, LibreOffice, Firefox, Inkscape

Markup XML, JSON, HTML

Network HTTP, RTP/RTSP/RTCP, XMLRPC, SMTP, FTP, XMPP, MODBUS

**Protocols** 

IT BugZilla, Trac, Subversion, GIT, Jenkins

Infrastructure

Presentation Lyx, Latex

## Interests

Family This is my first interest! I'm married and i have two daughters.

Learn, Make I enjoy learning new skills and i enjoy creating stuff.

Woodworking I've basic manual woodworking skills. I enjoy working with wood because you need

to understand it and because it keeps me away from computers and from time to

time this is nice.

Robotics I build small robots in my spare time using Arduino and stuff i buy or find in the

nouse

Football Whenever i have time i play football with friends.

# Open source

- I'm used to work in the open source movement. I worked with Xine, Oxine, GStreamer, GAI and Maemo years ago. Now unfortunately i don't have much time to work on that anymore.
- I still use open source tools/code for work and personal reason

### Optimization

- o I'm used and i like to find performance bottlenecks on systems.
- I know how to use Oprofile and other tools
- I know and understand the golden rule of optimization: premature optimization is the root of all evil