

Marco Predari

Software Engineer focused on ship robust and good quality software.

⊕ Milano, Italy, CET

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About

Hello there, here's Marco, 10 years of experience as **Software Engineer** in the software industry. I headed my career path to **Software Architect** roles in start-ups and in consultancy. I think to be the missing piece for companies aiming to create great quality products without sacrificing productivity and delivery.

Based in Milan, but frequently around the Globe, I've great experience in Remote working even before pandemic.

Last, but not least, I'm an incredible bartender. Why is that relevant? Company events can be funnier than ever expected, isn't it?

Work Experience

Epicode Remote

2025 - Present

Software Engineer

Contributing to innovative projects that shape the future of education and professional development, including LinkedOut, an AI-powered platform that assesses and enhances professional skills for the evolving job market, and MicroLearn, an interactive microlearning platform designed to deliver engaging and personalized learning experiences.

Greenovation Remote

2025 - Present

Tech Lead

Architected and delivered web-based energy efficiency simulation tools that enable customers to optimize residential property performance and reduce operational costs. Developed multiple vertical simulators for boilers, air conditioning systems, and house electrification. Created a composable framework from scratch to standardize and accelerate the development of new simulators, enabling rapid prototyping and deployment of domain-specific simulation solutions.

Spindox Labs - Ublique Remote

2023 - 2025

Cloud & Integration Architect

Architected and managed technical infrastructure for the Ublique AI-driven software platform.

- Designed scalable cloud infrastructure using microservices architecture, Terraform, and Kubernetes on AWS, improving system reliability by 40%.
- Developed standardized Ansible playbook templates that reduced deployment time by 60% and streamlined development workflows.
- Collaborated with AI/ML teams to architect robust software and hardware infrastructures, enabling seamless integration of machine learning models.
- Partnered with pre-sales and solution teams to provide technical expertise during customer acquisition, contributing to 25% increase in successful deals.
- Engineered efficient data integration patterns that accelerated customer data onboarding processes by 50%.

Spindox Labs - Ublique Remote

2023 - 2025

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Spindox Labs - Ublique Remote

2023 - 2022

Tech Team Lead

Leading a group of four devs responsible to develop and maintain the core of ublique platform (Java microservices)

- Design a new pipeline and versioning system for CI/CD with jenkins.
- Develop a new set of Gradle plugins to standardize the developer experience and the working agreement implementation
- Created an integration system to communicate with third part Artificial Intelligence algorithms in order to include advanced and custom feature from AI inside the Ublique platform

Spindox Hybrid

2020 - 2022

Fullstack Developer

Part of a Chapter team, I have worked on many project of the company

- Used Angular Components to create a set of reusable components. The library has been widely used in all the 3 teams working for the customer.
- Led the team to the adoption of the Monorepo Pattern for Angular2 projects.
- Restored a old mobile application with deprecated code and framework to a Ionic based mobile app. I have also designed a new set of Azure pipelines to manage CI/CD of the mobile app.
- Developed Cordova apps to manage Microsoft Dynamics CRM data.

IOOOTA / Jarvis

2018 - 2020

Cordova Developer

- Mobile Developer for smart home mobile app to perform energy analisys on business buildings.

Horsa Remote

2016 - 2020

Cordova Developer → Fullstack Developer

- Developed Mobile applications based on cordova and Ionic.
- Early adopter of the Google Firebase Platform and Cloud Run.
- Design a custom role engine (Java Drools) for employees satisfaction analisys.

Digitag

2015 - 2016

Fullstack Developer

- E-Commerce Software Developer with wordpress and prestashop.
- Developed taylor made software solutions for the art auction market.

Foowd freelance

2013 - 2014

Fullstack Developer

- Created a E-Commerce based on Elgg framework for gorceries social buying.

BigThink intern

2013 - 2014

Angular Developer

- Developed AngularJS applications for the Facebook app market.
- Design and contribute to the company framework to fast deliver fullstack applications (Laravel, AngularJS).

Education

Università degli studi di Milano

2007 - 2010

Bachelor's Degree in Computer Music Science

Skills

JavaScript TypeScript React/Next.js Node.js Bun Java Gradle Kubernetes Terraform

Ansible AWS ECS EKS AWS Lambda Docker Podman Git Bash Linux Administration

Certifications



Projects

Ublique

Ublique is a composable AI platform for decision intelligence that integrates decision modelling, data analytics, AI, and mathematical optimization. It enables operations leaders in manufacturing, logistics, supply chain, and utilities to streamline complex business processes and enhance decision-making. The platform is recognized as a Representative Vendor in the 2024 Gartner Market Guide for Decision Intelligence Platforms.

Tech Lead Architect React Java
Micronaut AWS Terraform Docker
K8S AI ML

LinkedOut

LinkedOut is an AI-powered platform that assesses whether professionals have the right skills to stay relevant in the job market. It evaluates users' CVs or manually provided data against future job market trends, identifying skill gaps and opportunities in the evolving economy where 92 million jobs will disappear but 170 million new ones will be created.

AI Tech Lead Architect React
Next.js Vercel Express.js
OpenAI