

RAFFAELE VALENTI

SOFTWARE DEVELOPER - PROTECTED CATEGORIES (L. 68/99)

Contacts

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Programming

JavaScript
Advanced
TypeScript
Advanced
Web (HTML, CSS/SAS Suite/LESS)
Advanced
C#
Advanced
Java
Intermediate
C/C++
Beginner
Python
Beginner
Dart (Flutter)
Beginner

Skills focus

3D Modeling: Good knowledge of **Hard Surface** modeling with **Blender** and the use of slicing software for 3D printing preparation.
2D Design and Texturing: Good knowledge of **GIMP** and **Inkscape** for 2D graphics, as well as **Substance Painter** and **Substance Designer** for creating and managing advanced textures.
Game Engines: In-depth knowledge of **Unity** and basic skills in using **Unreal Engine**.
Front-end: Extensive experience with **React**, **React Native**, and **Ionic**, along with a good knowledge of other frameworks and libraries such as **Angular** and **Vue**.

Work experience

2024-11
present

Software Developer

Tecnolife IT Consulting S.r.l. - Remote, Trieste

- Design and front-end development of **React** applications.

Skills acquired: Development of **Flutter** applications, including the use of tools such as **FlutterFlow**; bases for programming in **Python**, utilizing **Docker** containers for managing and deploying the various environments needed by the application (development, quality assurance and production).

2024-10
2024-03

Digital Transformation Analyst

FINCANTIERI S.p.A. - Hybrid, Trieste

- Design and development of back-end and front-end libraries to better and more simply manage future updates of various applications.
In particular, the front-end libraries were created using **React** and **Storybook** for the visualization and documentation of graphic components.

Skills acquired: Creation and utilization of internal front-end and back-end libraries, with a focus on maintenance, versioning, compatibility, and developer experience.

2024-03
2021-11

Digital Transformation Analyst (Apprenticeship)

FINCANTIERI S.p.A. - Hybrid, Trieste

- Design and implementation of a complex technology stack, comprising both a back-end and a front-end. Both have their respective environments (development and production) and dedicated release pipelines.
The solutions were built using **React** for the front-end and **.NET 6/8** with **Entity Framework** for the back-end.
- Full-stack design and development of web applications in a SharePoint Online environment using the technology stack designed.

Skills acquired: Coordination of a development team consisting of 2 to 4 members, software maintenance with a focus on bug fixing and implementation of change requests, execution of user acceptance testing (UAT), and management of the relationship with end users.

2021-10
2021-04

Digital Transformation Analyst (Internship)

FINCANTIERI S.p.A. - Hybrid, Trieste

- Front-end design and development of web applications without a back-end in a SharePoint Online environment.
The solutions were built using **React**, **Bootstrap**, and **jQuery**.
- Development of an augmented reality application for shipyards, designed for 3D visualization of ship assembly plans on Android devices.
The app was built using the **Unity** game engine, leveraging its AR technologies and features.

Skills acquired: Operational management on behalf of a large company in the IT sector, with a focus on meeting deadlines, planning deliveries, and releasing software in production environments.

2019-07
2019-01

Android and Web Developer (Internship)

CodaQ S.r.l.s. - In office, Area Science Park (Padriciano, Trieste)

- Development of an Android application integrated with a pre-existing queue management system.
The app features a dynamic user interface that can be modified in real time without the need for code recompilation.
- Development of a mobile application for Android and iOS devices, aimed at managing patient access flows at the IRCCS Materno Infantile "Burlo Garofolo".
The application was built using the **Angular** framework and **NativeScript** libraries to ensure cross-platform compatibility.

Skills acquired: Management of an IT company, coordination of software projects, and effective collaboration within development teams involving multiple programmers working on the same project.

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Technical skills

Software: Microsoft Windows, Linux (Ubuntu Desktop, Ubuntu Server, PopOS, Tumbleweed), Visual Studio, Visual Studio Code, Cursor, Trae, Eclipse, Unity, Blender, GIMP, Inkscape
Libraries and Frameworks: .NET, Entity Framework, Node.js, React, React Native, Ionic, Expo, Vite, Webpack
Version Control: Git, GitHub Desktop, Sourcetree, GitHub, GitLab, Bitbucket, Azure DevOps
Databases: MongoDB, SQL Server Management Studio, PostgreSQL, Firebase, Supabase
Others: Coding AIs, Azure, Docker, Rancher Desktop, FlutterFlow

Educational background

2019-07
2017-10

○

Higher Technician for the Development and Management of Biomedical IT Solutions (TIB)
Fondazione Istituto Tecnico Superiore "Alessandro Volta"

2017-07
2012-09

○

High school diploma in Chemistry, Materials, and Biotechnology
Istituto Tecnico Statale "Grazia Deledda - Max Fabiani"

Notes

Recognition under Law 68/99: 74% disability and inclusion in the protected categories pursuant to Law 68/99 (Italy).

Privacy

I authorize the processing of personal data in compliance with the applicable data protection laws, in particular, the European General Data Protection Regulation (GDPR) 2016/679, Legislative Decree 30/06/2003 no. 196 and subsequent amendments and integrations.

Back-end: Strong knowledge of **C#**, **JavaScript**, and **TypeScript**, enabling me to work with various back-end technologies, including **Entity Framework** (for C#) or **Express** (for JavaScript and TypeScript).

Languages

Italian

Mothertongue (C2)

French

Mothertongue (C2)

English

Advanced (B2)