

RAFFAELE VALENTI

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

Contacts

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Programming



Focus skills

3D modelling: I have good knowledge on the creation of Hard Surface models using Blender and using slicing software for 3D printing.

2D drawing: I have good knowledge of GIMP, Inkscape, Substance Painter and Substance Designer for texture creation.

Game engines: I have an extensive knowledge of Unity and basics of using Unreal Engine and CryEngine.

Front-end: I have extensive experience with React, React Native, and Ionic. I also have some knowledge of other frameworks and libraries such as Angular and Vue.

Back-end: Having a strong knowledge of both C# and JavaScript (and TypeScript) I can easily move around various back-end environments and technologies such as Entity Framework (C#) and Express (JavaScript and TypeScript).

Work experience

- present** **2021-11**
- Digital Transformation Analyst (Apprenticeship)**
FINCANTIERI S.p.A.
- Design and full-stack development of web applications for the SharePoint Online environment, serving as lead developer. These applications were developed using the React framework for the front-end part and .NET 6 and Entity Framework libraries for the back-end part.
- Skills acquired:** Management of a small development team (2 to 4 people), software maintenance (especially bug fixing and development of change requests), application testing (UAT) and user interfacing.
- 2021-10** **2021-04**
- Software analyst and designer (Internship)**
FINCANTIERI S.p.A.
- Front-end design and development of web applications for the SharePoint Online environment. These applications were developed by taking advantage of the React framework.
 - Development of an Augmented Reality application for shipyard use, aimed at 3D visualization of ship assembly plans on Android devices. The development was made possible by using the technologies and features provided by the Unity game engine.
- Skills acquired:** Operation of a large company in the IT field, meeting delivery and schedule, and releasing software into production.
- 2019-07** **2019-01**
- Android and Web Programmer (Internship)**
CodaQ S.r.l.s.
- Development of an application for Android devices, which was integrated to the already developed queue eliminator. This application is characterized by the presence of a graphical interface that can be modified in real time, without the need for additional code compilations.
 - Development of an application for Android and iOS mobile devices for managing patient access flows to the IRCCS Materno Infantile "Burlo Garofolo." This application was developed using the Angular framework and NativeScript libraries.
- Skills acquired:** Operation of a company in IT, project management, and collaboration among several developers on the same project.

Technical Skills

Software: Microsoft Windows, Linux (Ubuntu Desktop, Ubuntu Server, PopOS, Tumbleweed), Visual Studio, Visual Studio Code, 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

Other: GitHub Copilot, Azure

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School education

2019-07
2017-10
2017-07
2012-09

- **Superior Technician for the development and management of biomedical informatics solutions (TIB)**
Fondazione Istituto Tecnico Superiore "Alessandro Volta"
- **Diploma of Upper Secondary Education in Chemistry, Materials and Biotechnology**
Istituto Tecnico Statale "Grazia Deledda - Max Fabiani"

Notes

I hold a 74% disability and have been recognized as belonging to the protected categories under Law 68/99 (Italy-related).

Languages

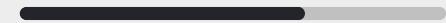
Italian

 Mothertongue (C2)

French

 Mothertongue (C2)

English

 Advanced (B2)