

Riccardo Perniciano

Contacts

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Professional Profile

Mid-Senior Full Stack Developer with **7+ years of experience** in designing and implementing scalable enterprise solutions. Expert in cognitive services integration (Azure AI, OpenAI GPT) and complex architecture optimization.

Technical Stack

Frontend: React, Angular, TypeScript, JavaScript ES6+, HTML5, CSS3/SASS

Backend: C# (.NET 9), Node.js, REST APIs, GraphQL, Fastify, Swagger

Database & Search: SQL Server, MySQL, Elasticsearch, Supabase, Entity Framework Core

Cloud & Infrastructure: Microsoft Azure (VMs, Cognitive Services, Foundry), Docker

DevOps & Tooling: Git, GitHub, Azure DevOps, Hangfire (job orchestration), Application Insights

AI & Speech Processing: Azure Cognitive Services, OpenAI GPT, Assembly.AI, Speech-to-Text multi-provider, Video & Image Generation, Simple RAG systems

VR & 3D: Unity, C#, Google VR SDK, Mobile VR Development

Architecture & Patterns: DDD, CQRS, ABP.io, Entity Framework Repository Pattern

Testing: Jest, Cypress, Unit Testing

Methodologies: Agile (Scrum, Kanban), Jira

Soft Skills

Technical Communication & Stakeholder Management — Direct experience as technical point of contact for non-technical clients (ERSU, university IT teams). Ability to translate business requirements into technical solutions and vice versa.

Ownership & Delivery — Track record of projects taken from zero to production in rapid timeframes (3 months for Fedro enterprise platform).

International Team Collaboration — 2 years in a distributed team of 10+ developers for Expedia Group, Agile methodology.

Autonomy & Problem Solving — Accustomed to working with high autonomy on complex architectures, making technical decisions firsthand.

Professional Experience

Solution Architect & Technical Lead | Fedro Software SRL

January 2025 - Present | Cagliari

Architect and lead developer of SPRocket, an enterprise platform for intelligent phone conversation analysis through AI. Project built entirely from scratch on ABP.io framework — from application architecture definition to production deployment in 3 months.

Production Metrics:

- **2,000+ hours** of calls processed monthly
- **2 enterprise tenants** active in production
- **99.9% uptime** on mission-critical system
- **100+ audio files** processed in parallel (transcriptions + AI analysis)

Technical Ownership:

Architecture & Backend

- Complete application architecture design: Clean Architecture, DDD, CQRS on ABP.io
- Unified orchestrator development with Hangfire for asynchronous processing and parallelization
- Multi-tenancy deployment with data isolation, granular RBAC
- RESTful API design versioned with OWASP compliance

AI & Speech Processing

- Provider-agnostic architecture for AI services: Seamless switch between Azure Cognitive Services, Assembly.AI, and OpenAI with no application impact
- Transcription pipeline, semantic analysis and question-answering on conversations

Frontend & Search

- Angular dashboard with real-time views of call KPIs
- Full-text search engine with Elasticsearch for instant navigation on transcripts
- Reporting and CRM system via AG-GRID

Performance & Reliability

- +50% performance optimization with multi-level caching and query tuning

- Retry policy and circuit breaker system for resiliency

Stack: ABP.io, .NET 9, C#, Angular, TypeScript, SQL Server, Elasticsearch, Hangfire, Azure Cognitive Services, OpenAI GPT, Assembly.AI, Docker, Apache2

Frontend Developer | ALTEN Italia

2021 - 2023 | Rome (Remote)

Frontend developer in an international team of 10+ developers for **Expedia Group**, one of the world's largest travel booking platforms.

Technical contributions:

- Development of the "**Suggested Homes**" carousel component for personalized recommendations to users
- Implementation of **interactive weather widget** with forecast display for selected dates and locations
- Development of reusable React components following the company's design system
- Pixel-perfect UI implementation from Figma specifications with focus on responsive design

Context & Methodology:

- Enterprise codebase served to **100,000+ users**
- Active participation in technical refinements and ticket definition
- Agile workflow with distributed teams (daily standup, sprint review, retrospective)

Stack: React, TypeScript, GraphQL, Jest, Cypress, Figma

Software Developer → Technical Referent | SOFTWARELAB

Main Project: Embedded POS System for University Canteens

Design and development from scratch of an embedded POS system integrated into automatic machines for the dispensing of university meal vouchers.

Client: ERSU Cagliari (Regional Body for the Right to Education)

Technical Responsibilities:

- Complete POS software architecture from scratch
- Integration of multi-circuit card payments (Visa, Mastercard, etc.) on embedded hardware
- WebServices development for real-time communication with backend systems
- Transactional database management (MySQL)

Professional Growth:

- Evolution from junior developer to **direct technical contact** for ERSU and IT technicians of university faculties
- Creation of technical documentation and operating manuals for deployment and maintenance

Scale of Use:

- Operating system in **several university canteens** in Cagliari
- **Hundreds of daily transactions** by students
- **10,000+ transactions/year** handled

Stacks: C#, MySQL, REST APIs, Embedded Systems, POS Integration

Mobile/VR Developer | Virtuard LTD

March 2018 – June 2018 | Cagliari (Project contract)

Project: Real Estate Virtual Tour Platform

Developer in a team of 3 people for proptech startups with the aim of revolutionizing the booking/hospitality sector through immersive VR experiences.

Development from scratch of a mobile application for immersive visualization of rental properties through 360° photos and virtual reality — innovative alternative to traditional Airbnb/Booking photo galleries.

Technical contributions:

- Co-development of the mobile VR application from scratch in teams of 3
- Implementation of gesture-based navigation system via gyroscope and accelerometer
- Mobile-optimized 3D rendering (stable 60 FPS)
- Multi-device compatibility: Oculus, Google Cardboard, generic headsets

Result: Application released in production and still active on the market (advanced version).

Stack: Unity, C#, Google VR SDK, Mobile Development, 3D Rendering

Education and Training

Computer Engineering (*ongoing*) Epicode Institute of Technology | 2025 - Present

Diploma in Computer Science and Telecommunications ITIS GIUA, Cagliari | 2018

Continuing Professional Training

- **React Advanced + Redux (Udemy)**
- **Advanced CSS and SASS (Udemy)**
- **TypeScript for React (Udemy)**

Language skills

Italian: mother tongue, English: Upper Intermediate (B2), Spanish: Upper Intermediate (B2)