ANTONIO PEDRETTI

SOFTWARE ENGINEER

CONTACT

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LANGUAGES

- Italian (native)
- Russian (native)
- Portuguese (fluent-C1)
- English (fluent-B2/C1)
- Spanish (fluent-B2)

PROGRAMMING

- Javascript/Typescript
- Python
- C/C++
- Golang
- Java
- Crystal
- Bash
- PHP
- GLSL/HLSL
- ASM
- SQL/NoSQL
- HTML5/CSS3

SKILLS

- Tools
  Git, Vim, Docker, Docker-compose, Kubernetes, Heroku
- Services/Databases
  Nginx, Postgres, Mongodb, Mysql, Redis
- API and Frameworks
  Opengl, Vulkan, DirectX11, Bootstrap, React, Flask,
  Django, Node/Express, Ajax, JQuery
- Others
  Binary, Web Security, Data Structures, Algorithms,
  Networking, Cryptography, Operating Systems, Agile, OOP,
  Game Development, RestAPI, GraphQL.

EDUCATION

SOFTWARE ENGINEERING
UNIVERSITÀ DEGLI STUDI DI BRESCIA
2018 - CURRENT

FUNDAMENTALS OF DIGITAL MARKETING
GOOGLE DIGITAL GARAGE
2019

WORK EXPERIENCE

AQUADEMY, FULL STACK DEVELOPER
OCT 2019 - CURRENT

- Developed website back-end in go/node
- Set up mailing, spamming system
- Set up Linux host with nginx, and redis to increase performance
- Set up domain records
- Designed and customized company website front-end
- Configured a mongo DBaaS and filled with new products
- Wrote python scripts for automated tasks (ex: image loading)