

# RAFFAELE VALENTI

## LEAD FULL-STACK DEVELOPER

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Trieste, Italy — Open to relocation



## PROFILE

Full-stack developer with 5+ years building production systems across enterprise and consulting contexts. Most of that work has been in TypeScript front to back, with solid ground in C#/NET and growing investment in Rust. I've worked in shipbuilding, supply chain planning, and healthcare; set architecture from scratch multiple times; and coordinated small teams shipping real products under real deadlines. Currently leading frontend architecture and API design for CyberPlan's next major release at Cybertec (Zucchetti Group).

## WORK EXPERIENCE

### Lead Full-Stack Developer

Nov 2025 – Present

**Cybertec S.r.l. (Zucchetti Group)** · Trieste, Italy (Hybrid) · Full-time

*Cybertec is an enterprise APS software vendor (Gartner-recognized) within the Zucchetti Group, serving manufacturing clients globally with the CyberPlan platform.*

- Took over a greenfield frontend with no existing conventions and designed the React architecture from scratch for CyberPlan's next major release. The patterns I established are what the team is building on going forward.
- Work directly with product to turn S&OP domain requirements into concrete API and UI decisions. The domain is complex enough that getting the technical model right matters as much as the implementation.
- Modernizing development workflows across both legacy and greenfield modules, pulling them toward consistent standards without breaking what's already in production.

**Stack:** React · TypeScript · JavaScript · S&OP · Enterprise Architecture

### Software Developer

Nov 2024 – Nov 2025

**Tecnolife IT Consulting S.r.l.** · Trieste, Italy (Remote) · Full-time

- Built React applications from zero with no existing standards to follow. The component structure I put in place became the template for the team's subsequent projects.
- Introduced Docker across development, QA, and production to fix environment parity issues. QA handoffs stopped being a recurring conversation.
- Mentored a junior developer on React architecture; within a few months they were shipping features independently without hand-holding.
- Picked up Flutter/FlutterFlow for mobile delivery and wrote simple Python scripts for backend automation in areas where the team had gaps.

**Stack:** React · Flutter · FlutterFlow · Docker · Python · Frontend Architecture

### Digital Transformation Analyst

Apr 2021 – Oct 2024

**FINCANTIERI S.p.A.** · Trieste, Italy (Hybrid) · Internship → Apprenticeship → Full-time

*FINCANTIERI is one of the world's largest shipbuilding groups, operating 18 shipyards globally. Progressed from internship to full-time analyst over 3.5 years.*

- Designed a full-stack architecture (React + .NET 6/8 + Entity Framework) that the team later adopted as the standard template for all SharePoint Online platform work.
- Coordinated up to 4 developers across around 10 concurrent projects, hitting ~90% UAT pass rate while managing change requests, release pipelines, and direct end-user relationships in parallel.
- Built internal React/Storybook and .NET libraries shared across multiple applications. The main payoff was cutting per-project setup time and stopping the team from rebuilding the same components repeatedly.
- Built an Android AR app in Unity that let field workers view 3D ship assembly plans on their phones, no specialist hardware required.

**Stack:** React · Storybook · .NET 6/8 · Entity Framework · SharePoint Online · CI/CD · Unity (AR)

## Android & Web Developer (Internship)

Jan 2019 – Jul 2019

CodaQ S.r.l.s. · Trieste, Italy (On-site, Area Science Park) · Internship

- Built an Android app integrated with an existing queue management system. The UI was configurable at runtime so staff could update content without triggering a redeployment.
- Built a cross-platform (Android + iOS) patient flow management app for IRCCS Materno Infantile "Burlo Garofolo" using Angular and NativeScript.

**Stack:** Android · Angular · NativeScript · Cross-platform Mobile · Healthcare Software

## TECHNICAL SKILLS

**Languages:** TypeScript · JavaScript · C# · Rust · Python · Dart (Flutter) · Java · C/C++

**Frontend:** React · React Native · Next.js · Astro · Flutter/FlutterFlow · Ionic · Angular · Vue · Storybook · TailwindCSS · Sass/LESS · Tauri

**Backend:** Node.js · Express · Bun · Hono · .NET 6/8 · Entity Framework · Prisma · GraphQL · RESTful APIs

**Databases:** PostgreSQL · MongoDB · SQL Server · Redis · Supabase · Firebase · Appwrite

**Infrastructure:** Docker · Kubernetes · Traefik · Azure DevOps · GitHub Actions · CI/CD Pipelines · Azure · Terraform

**Game / Systems:** Bevy · wgpu · ECS · Unity · Unreal Engine · Three.js · WebGL · AR Foundation

**3D & Creative:** Blender (Hard Surface · 3D Printing) · Substance Painter · Substance Designer · GIMP · Inkscape

**Real-time:** Yjs (CRDT) · Collaborative document architecture

**AI Tooling:** GitHub Copilot · Gemini CLI · Claude Code · Cursor · Trae · Zed · LLM-assisted development workflows

## NOTABLE PROJECTS

### Personal Portfolio v2

2025 – present (in progress)

Full redesign of personal portfolio. Content managed through Astro content collections (JSON-driven) for static generation and easy localization. Focused on improved UI/UX over the previous version.

**Stack:** Astro · TypeScript · TailwindCSS · github.com/raffitheo/portfolio

### Orchisoftair Website v2

2024 – present

Complete ground-up rewrite of the production website for A.S.D. Gli Orchi Trieste. Migrated from React/Vite/Appwrite to Next.js App Router with Supabase backend, shadcn/ui, and automated CI/CD via Vercel.

**Stack:** Next.js · TypeScript · Supabase · Sass · shadcn/ui · Vercel — github.com/raffitheo/orchisoftair-website

### Custom Game Engine

Ongoing (private)

High-performance game engine with a Rust core, using wgpu for GPU abstraction and Bevy ECS patterns for systems design. Editor and tooling UI built with React and Tauri.

**Stack:** Rust · Tauri · wgpu · Bevy · ECS · Private repository

## EDUCATION

### Higher Technician — Development & Management of Biomedical IT Solutions

Oct 2017 – Jul 2019

Fondazione ITS "Alessandro Volta" · Trieste, Italy · Post-diploma — Graduated top of class

Practical curriculum covering C, Java, web development, Android, AR/VR/Mixed Reality, databases, software engineering, mathematics, networking, and medical device regulations. Included 6-month internship at CodaQ S.r.l.s. developing healthcare applications.

### High School Diploma — Chemistry, Materials & Biotechnology

Sep 2012 – Jul 2017

Istituto Tecnico Statale "Grazia Deledda - Max Fabiani" · Trieste, Italy · Technical high school

## LANGUAGES

<b>Italian</b> Native (C2)	<b>French</b> Native (C2)
<b>English</b> Advanced (B2)	<b>German</b> Beginner (A1) — actively studying

## NOTES

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### **Disability Status**

*Registered under Italian Law 68/99, protected employment categories (74% disability).*

### **Privacy**

*I authorise the processing of personal data in compliance with GDPR 2016/679 and applicable data protection laws.*



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**Raffaele Valenti**

*Latest modification: 3<sup>rd</sup> March 2026*S