

RAFFAELE TRETOLA

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Graduate software engineer building products and services for over 14 years. A full-stack developer with expertise in leading teams to bring a project from a rough idea to maturity. Experienced in Java, Python and JavaScript development:

- Developed and evolved ClubManager, a ClubTech management system used by 70% of Italian gaming rooms.
- Designed an innovative system for real-time tracking of chips at R4I for the People's Poker Tour.

RECENT SUMMARY

Task Manager	Almaviva Digitaltec	2022 to date
Senior Software Engineer	NetCom	2021–2022
Co-Founder	ClubTech	2013–2021
Software Developer	R4I	2009–2013

WORK EXPERIENCE

Task Manager — *Almaviva Digitaltec, Naples* Jul 2022 to date

IT Consulting. Oversaw activities and teams involved in large and intricate projects for local or national public administrations.

- Estimated costs, effort, and duration for new initiatives.
- Negotiated change requests and release schedules with clients for ongoing projects.
- Managed the release of components within the INAIL certification process.
- Planned the activities of a team from an external supplier.
- Conducted functional analysis, test plans, and formal reviews for features on MePA, a public procurement platform.
- Troubleshooted and monitored a complex system of SpringBoot microservices in preparation for public launch.

Senior Software Engineer — *NetCom, Naples* Apr 2021 to Jun 2022

Engineering services for automotive and media, IT consulting. Received increasing responsibilities over time, from leading teams to managing ongoing projects.

- Took over the management of a complex project for test automation of media systems.
- Triaged, prioritized, and assigned issues according to SLAs for a custom training platform.

- Led the development of a web application, using Angular 8 and SpringBoot, as a part of a larger health-record system for a regional administration.

Co-Founder — *ClubTech, Benevento*

Jun 2013 to Mar 2021

Technological products and services for gaming. Fulfilled diverse roles to drive business objectives, with a focus on the company's core project.

- Developed ClubManager, an ecosystem of applications and services for gaming rooms management, using AngularJS, Spring MVC, and SWT.
- Ensured good stability and low bug-rate over the years, while adapting the product to rapidly changing frameworks.
- Managed software projects from the conception to MVP publication.
- Designed and developed a Java-based solution to manage tournaments played simultaneously in multiple rooms.
- Evaluated new technologies — mostly for Python, QML, and Elixir — to enhance productivity or explore market niches.

Software Developer — *R4I, Benevento*

Sep 2009 to Apr 2013

RFID-based solutions. Developed innovative applications, drivers and supporting tools.

- Designed a Java-based solution for real-time tracking of chips in a People's Poker Tour tournament, leveraging commonly available logistics hardware.
- Defined a modular structure for Swing GUIs, serving as the foundation for various applications, demos, and tools.
- Developed low-level Java libraries for network or serial-port control of RFID readers.

Research Assistant — *Università del Sannio, Benevento*

Mar–Jun 2009

Experimented with the Xen para-virtualization for use in high-performance virtual clusters for the cloud, using C and Python.

EDUCATION AND TRAINING

Master's Degree in Computer Engineering, Università del Sannio, 2009

Executive Master in Project Management, GEMA Business School, 2023

AWS Cloud Practitioner (2022)

Impinj Training (2012)

Member of the **Order of Engineers** of the Province of Benevento.

INTERESTS

Programming language theory and functional programming, designing watch faces, cycling, and running.