

SEBASTIANO MORANDO

Senior Full-Stack Developer | Technical Lead | Product Builder

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PROFESSIONAL SUMMARY

Software developer and entrepreneur with nearly twenty years of experience designing web applications, SaaS platforms, e-commerce systems and custom business software. As co-founder of Fabulab S.r.l., he works across the full project lifecycle: requirements analysis, architecture, development, integrations, deployment and maintenance. He combines technical expertise, product thinking and direct client collaboration, with a focus on performance, privacy and long-term software sustainability.

CORE SKILLS

DEVELOPMENT TypeScript, JavaScript, PHP, SQL, HTML, CSS, React, Preact, Vue, Nuxt	BACKEND & DATA Bun, Node.js, Laravel, REST APIs, WebSockets, PostgreSQL, MySQL, SQLite
INFRASTRUCTURE Linux, Docker, Nginx, systemd, CI/CD, AWS, DigitalOcean, OVH	PLATFORMS WordPress, WooCommerce, Directus, HubSpot, CRM systems, payments and third-party APIs
PRODUCT Requirements analysis, estimation, architecture, mentoring, technical training	CREATIVE TECH Canvas 2D, WebGL, Unity, game development, interactive fiction

PROFESSIONAL EXPERIENCE

Fabulab S.r.l. - Co-founder and Senior Full-Stack Developer

2018 - present

- Design and development of web platforms, SaaS products, e-commerce systems and custom business applications.
- Requirements analysis, architecture definition, estimation and technical ownership throughout the development lifecycle.
- Integration of CRM systems, payment providers, marketing services, analytics platforms and third-party APIs.
- Management of Linux infrastructure, deployments, monitoring, production maintenance and incident resolution.
- Direct collaboration with clients, designers and developers, including mentoring and technical training.
- Projects for Anyline, Borsari Gioielli, Professional Spares, Grand'Affi and other B2B and retail organisations.

Software Consultant and Full-Stack Developer

2009 - 2018

- Worked with Intesys on projects for BMW, GlaxoSmithKline, BLM Group, EXOR and other clients.
- Consulted for Mondadori on Icon Design, Flair, Panorama, Panorama Auto and Donna Moderna.
- Developed a communication management platform for AGSM using C# Web API.
- Delivered development and technical training for Happy Brain on Node.js and React projects for Talent Garden, Cortilia and Move.
- Built web applications, dashboards, e-commerce platforms and business tools using PHP, JavaScript, AngularJS, Vue and Node.js.

Atrax Games - Co-founder, Developer and Game Designer

2013 - 2015

- Designed and developed independent games for desktop and mobile platforms.
- Published Sym on Steam for Windows and macOS and Bonseki for iOS and Android.
- Contributed to programming, game design, production and product publishing.

SELECTED PROJECTS

Branzino Analytics	Privacy-oriented web analytics and conversion-tracking platform built with Bun, TypeScript and PostgreSQL, with CRM and marketing integrations.
Bunsai	Clone-and-customise full-stack TypeScript baseline for Bun, including an HTTP backend, classic or decorator-based routing, authentication, PostgreSQL migrations, a CLI and a Preact frontend.
Battaglia per l'Italia	Multiplayer strategy game based on a hexagonal map, built with Bun, Preact Signals, Canvas 2D, WebSockets and PostgreSQL.
Sym	Independent game commercially released on Steam as a cross-platform desktop product.

EDUCATION AND LANGUAGES

University of Verona - Computer Science

Degree studies currently in progress, with coursework in algorithms, software engineering and computer science fundamentals.

Scientific High School Diploma - 2006

Italian: native | English: B2 level, certified by the University of Verona Language Centre

PROFESSIONAL INTERESTS

Web architecture, developer tools, SaaS products, privacy-conscious analytics, process automation, interactive fiction and game development.