



SENIOR SOFTWARE ENGINEER

Luca Battistini

he/him

CONTACTS

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ABOUT

I am a born and raised Italian software engineer who tries to make the www a better place. Over the years, my focus evolved from crafting interfaces to designing scalable application architectures and guiding technical decisions across teams. I work on system design, microfrontend and microservice ecosystems, and cross-platform SDKs, with strong attention to maintainability, security, and long-term evolution.

I care deeply about developer experience and AI-assisted engineering workflows, aiming to build systems that scale technically and enable teams to move faster with confidence. Today, I contribute through architecture, technical direction, and enabling teams to build better software together.

EXPERIENCE

lucabattistini.dev – Independent Senior Software Engineer, Hybrid

Jan 2026 – Present

- Partnering with companies across Italian and international markets to design and evolve scalable application architectures, with a strong focus on platform foundations, API ecosystems, and developer experience.
- Providing technical direction, architectural reviews, and hands-on implementation across frontend, backend, and integration layers.
- Supporting organizations in adopting reusable design systems, internal tooling standards, and sustainable architectural patterns.
- Helping teams leverage AI-assisted engineering workflows pragmatically and responsibly.
- Crafting high-quality digital experiences — from creative websites to complex applications — balancing aesthetics, performance, and long-term maintainability.

Technogym, Cesena, Italy

Jun 2022 – Dec 2025

— Lead Software Engineer

Jul 2025 – Dec 2025

- Led the Mywellness Enterprise initiative, delivering the first enterprise API layer exposing the Technogym ecosystem to third-party integrators.
- Coordinated external consultants and collaborated with cross-functional technical leadership during the initial 1.0 release.
- Contributed to the design and development of the 2.0 architecture in a lean team, evolving the platform into a more robust, integrator-oriented API ecosystem.
- Designed an embeddable cross-platform native integration layer to simplify partner adoption.
- Helped shape a developer portal focused on documentation quality and integrator onboarding.

— Senior Software Engineer

Jul 2024 – Jul 2025

- Took a leading role within the Developer Experience team, standardizing development workflows and reducing tooling fragmentation across repositories.
- Contributed to the company-wide migration from Bitbucket to GitHub by defining requirements for an internal LLM-powered automation tool and aligning repository structures across teams.
- Delivered shared CI/CD workflows and reusable backend/frontend starters to improve consistency and reduce setup time.

- Designed and built PUMP, a design token pipeline generating platform-ready tokens from a single Figma source of truth, integrated into the new design system build process.
- Promoted adoption of the Backend-for-Frontend pattern to improve scalability and frontend autonomy.

— React Software Engineer

Jun 2022 – Jul 2024

- Contributed to the Mywellness CRM platform, focusing on automation and analytics environments within a large-scale product ecosystem.
- Took ownership of evolving the internal design system and shared UI foundation within a monorepo architecture powering multiple applications.
- Led frontend development of complex automation modules, including a multi-channel marketing campaign builder and a drag-and-drop user journey orchestration tool.
- Designed and implemented a reusable analytics widget library and dashboard framework to standardize data visualization across the CRM product suite.
- Improved team-level developer experience through documentation, code reviews, and shared infrastructure contributions.

Giglio Group - Terashop (eCommerce Outsourcing S.r.l.) — Senior Frontend Engineer, Remote, Italy

Nov 2021 – Jun 2022

- Acted as Lead Frontend Engineer and R&D referent, defining technical direction for frontend architecture across ecommerce solutions.
- Designed and developed a reusable microfrontend boilerplate based on L3 CMS, ASP.NET Core, and React, enabling modularity and faster solution rollout.
- Led a team of external consultants in the development of the company's institutional website and marketing landing pages, coordinating technical standards and delivery.

BRG - Company for digital Innovation — Frontend Engineer, Cesenatico, Italy

Sep 2017 – Nov 2021

- Led frontend development and mentored a junior frontend engineer while building custom hospitality and luxury fashion websites. Defined frontend standards, conducted code reviews, and established shared development practices.
- Contributed to the evolution of internal SaaS products (Hoteldoor and Dresscode), whose CMS powered client websites and digital experiences.
- Designed and implemented a headless UI kit in Vanilla JS and .NET Core to standardize components and enable reuse across projects and products.
- Took part in the architectural transition of the Hoteldoor ecosystem toward a microservice-oriented approach, contributing to design discussions and implementation using Blazor WebAssembly, serverless APIs, and Azure Cloud.
- Authored the Hoteldoor design system, formalizing visual and technical standards across the product ecosystem.

Avarice S.r.l. — Junior Frontend Developer (Thesis Internship), Remote, Italy

Dec 2016 – Feb 2017

- Contributed to the migration of the e-Gea healthcare platform from ASP.NET Web Forms to MVC, supporting the transition toward a more maintainable and structured architecture.
- Designed and scaffolded a reusable UI kit to standardize components and improve frontend consistency.
- Implemented authentication modules while working in a small, highly autonomous team environment.

Technogym — IT Technician Intern, Gambettola, Italy

Oct 2011 – Nov 2011

- Provided technical support for Technogym's proprietary fitness kiosks deployed in gyms, performing OS recovery on malfunctioning units and assisting with production troubleshooting.

EDUCATION

Alma Mater Studiorum – University of Bologna
Bachelor's Degree in Computer Engineering
2012 – 2017

Istituto Tecnico Industriale Statale "Blaise Pascal"
Diploma in Information Technology
2007 – 2012

SKILLS

Frontend Architecture & Systems

- TypeScript / JavaScript, React & React Native
- Microfrontend & Modular Architectures
- Design Systems & Design Token Pipelines
- State & Data Orchestration Patterns
- Performance & Accessibility Engineering

Platform & Integration

- API Design (REST, OpenAPI; GraphQL)
- Backend-for-Frontend (BFF)
- Monorepo Strategies & Shared Infrastructure
- Integration Ecosystems

Developer Experience & Engineering Practices

- Test-Driven Development (TDD)
- CI/CD & Workflow Standardization
- Internal Tooling & Automation
- Observability & Monitoring

AI-Assisted Engineering

- LLM-driven development workflows (Claude Code, GitHub Copilot)
- Spec-driven development practices

Backend & Cloud

- Node.js
- PostgreSQL
- AWS
- Terraform

LANGUAGES

English
Highly proficient

Italian
Native speaker

HOBBIES

Beyond software engineering, I blast my bass and scream my lungs out as part of my band NOYÉ, where I'm actively involved in music production and live performance. When I'm not coding or playing, I train consistently across strength and endurance disciplines, from armwrestling and streetlifting to calisthenics and running.