



CONTACT

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LINKEDIN
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LOCATION
Naples, Italy

TECHNICAL SKILLS

Mobile (Apple)
Swift, SwiftUI, SwiftData, SpriteKit, WidgetKit, App Intents, CloudKit, AVFoundation

Cross-platform & backend
Flutter, Laravel (PHP), Firebase, Stripe Connect, VPS deployment

Game development
Unity (C#), SpriteKit

Tools
Xcode, Git & GitHub, Icon Composer, AI coding assistants

SOFT SKILLS

Public speaking
Cooperation
Leadership
Public relations
Critical thinking
Problem solving
Persistence

LANGUAGES

Italian	Native
English	B2 (Cambridge)
French	A2
Spanish	Beginner

Raffaele Barra

COMPUTER ENGINEERING STUDENT · APP DEVELOPER

ABOUT ME

I'm Raffaele, 19, from Naples. I study Computer Engineering at Federico II and have just finished a year at the Apple Developer Academy, where I learned to take an app from a rough idea to something people can actually use: how it feels, how it works and how to present it to a room. During the development process I use AI to move fast, but I'm the one deciding what to build, why, and when it is good enough.

I'm at my best out of my comfort zone, with people and places I don't know yet. School exchanges took me to Budapest and Dresden, and every team project has taught me something from someone who thinks differently from me. I talk a lot, I like explaining things, and I don't give up on what I care about. When I'm not coding I'm usually filming, taking photos or trying to pick up another language.

EDUCATION

BSc in Computer Engineering 2025 – expected July 2028
University of Naples Federico II – currently in 2nd year

Apple Developer Academy 2025 – 2026
University of Naples Federico II – Certificate of Attendance, 26 June 2026
One year of project-based learning in teams: product design, SwiftUI, accessibility, on-device features and public presentations.

High school diploma, Applied Sciences
IIS Adriano Tilgher, Ercolano (NA) – Informatics, Mathematics, Physics; robotics course

PROJECTS

20 Morsi – food ordering platform Founder & developer – 2026
An ordering app for a sandwich shop in Torre del Greco, built as a real business and not as a demo. A Flutter app for iOS and Android with a Laravel backend on a Hetzner VPS; payments are split between the shop and the platform with Stripe Connect (10% commission plus a €1.50 service fee per order), with Firebase and an order state machine designed to grow. I shaped the product and its business model as much as the code.
TECH Flutter · Laravel · Stripe Connect · Firebase · Hetzner VPS

ReSonance – Swift Student Challenge Solo project
An educational app for iPad and iPhone that shows kids how the brain processes sound and music. Four interactive stations, one per brain region (motor cortex, auditory cortex, amygdala, hippocampus), are guided by a mascot, with sounds synthesised in real time. It joins two things I love, music and how it makes us feel. A solo project, from concept to code to design.
TECH Swift Playgrounds · SwiftUI · AVFoundation

Annurca – Final Challenge Academy team – content
An online party game where one player runs through a jungle while everyone else bets on what they will do next, built in SpriteKit with a modular Swift-package architecture and GameKit/Firebase networking. In a large team with separate code and content roles, I worked with a teammate on the content side: the interactable objects, the actions they offer and the maps.
TECH SpriteKit · Swift packages · Firebase

Calmm – Swift Student Challenge Team of 5 – April 2026
A virtual-cat care game with needs, a shop, accessories and a mini-game, made by 3 developers and 2 designers. I built the onboarding flow and the shared SwiftData models the rest of the team built on, which meant a lot of talking with the designers to get the first minutes of the app right.
TECH SwiftUI · SwiftData · Git branches

CERTIFICATIONS

- Cambridge English: First (B2)**
Grade C, score 172 – June 2023

Apple Developer Academy
Certificate of Attendance
2025/2026

Elements of AI
University of Helsinki /
MinnaLearn, 2 ECTS – May 2023

PNRR Cybersecurity
June 2024

PNRR Coding and Robotics
Built a chatbot

MinnaLearn Cybersecurity

Cisco Networking Academy
IoT course

STMicroelectronics
NUCLEO board with mbed OS, 6.5
h – Feb 2023

PERSONAL DETAILS

- DATE OF BIRTH
24 March 2007

PLACE OF BIRTH
San Giorgio a Cremano (NA), Italy

PROJECTS (CONTINUED)

- Spot & Co – Academy spaces manager**

Team The Miiies, 6 members

An app to manage the shared spaces of the Apple Developer Academy, with data synced through CloudKit, QR-code check-in with the camera, timers and notifications. We also designed and printed 22 A4 posters for the spaces themselves, so the app lived in the real building and not only on the phone.

TECH SwiftUI · CloudKit · AVFoundation (QR) · Notifications
- BaskApp – AR free-throw coach**

Jan 2026

An idea born from basketball: the phone watches a player shoot and gives feedback on form, such as elbow angle and ball release angle, using body-pose detection and augmented reality. A pressure mode plays crowd noise to practise under stress.

TECH ARKit · RealityKit · Vision (body pose) · SwiftUI
- Quotes – WidgetKit app**

Solo project – Nov 2025

An app to save the quotes I like and show them in customizable home-screen widgets. I made it to learn how WidgetKit works: App Intents to configure each widget, and an App Group to share data between app and widget.

TECH WidgetKit · App Intents · SwiftUI
- Bilou: The Light Within (formerly The Daimon)**

Team Los Poderosos Pilotos

A story-driven game inspired by the Greek myth of the daimon, released as a macOS demo made with Unity. My part was the voice of the project: I refined the speech of the opening presentation and designed the app icon in Icon Composer.

TECH Unity · macOS · Xcode 26

PLACES & PEOPLE

- Erasmus+ high-school mobility – Budapest, Hungary**

November 2024
- Cultural exchange – Dresden, Germany**

April 2024
- Cultural exchange – Budapest, Hungary**

October 2022

BEYOND CODE

Videos, photography, music and cinema are my way of switching off, and also where many of my ideas come from. I like travelling, meeting people who see things differently and learning languages by actually using them.