



IT CONSULTANT · FREELANCE DEVELOPER · TURIN, ITALY



Alberto Nannini

`NaN === NaN → false`

Solution Architect running Webrevolver / Not a Number: custom software, automation and applied AI for projects outside standard patterns.

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📍 Bruino (Turin), Italy

🌐 notanumber.it

🌐 linkedin.com/in/notanumber

WHO'S BEHIND IT

About

I have been building software for other people's problems since 2003, and running my own studios, Webrevolver and Not a Number, since 2008. I build entire stacks from scratch, favor surgical, targeted changes over full rewrites, and will not put a technology into production without understanding what is actually written underneath it. In recent years the same approach has extended into applied AI: chatbots trained on real company content, automation pipelines that remove manual work end to end, and prompt engineering built for repeatable, reliable output rather than demos.

Prompt Design & Engineering

PHP / MySQL Engineering

API & System Integration

Automation & Pipelines

AI Chatbots & Data Processing

Business & Data Analysis

Systems Consulting

E-commerce (B2B/B2C)

Full-stack Web Development

Languages Italian, native · English, professional working

Understand before using.

Surgery, not demolition.

Permanent learning.

Transparent quotes.

20+ YEARS ON THE JOB

Experience

Webrevolver / Not a Number · Founder, Software Laboratory

BRUINO (TO), ITALY · JUL 2008 – PRESENT · 18 YRS

Independent software laboratory for projects outside standard patterns: custom web applications, automation pipelines, API integrations and applied AI, alongside systems consulting, real-time backup systems and e-commerce platforms for manufacturing, retail and services clients.

Select Informatica S.r.l. (Zucchetti TOP Partner) · IT Strategy & Architecture Consultant

ALPIGNANO (TO), ITALY · OCT 2005 – PRESENT · 20+ YRS

Long-standing collaboration on IT strategy, systems architecture and network administration, including integration work around Mago4 ERP and business-management platforms for a shared client base.

Evoluzione Informatica · Java / PHP Developer

SEP 2004 – OCT 2005 · 1 YR 2 MO

Web development and design; Java application development.

Alfa Layer S.r.l. · Web Developer

MAR 2004 – SEP 2004 · 7 MO

PHP development and technical support.

C.O.A.S. Italia SpA · Hardware & Software Technician

FEB 2003 – MAY 2003 · 4 MO

Hardware and software diagnostics, repair and configuration.

Selected Work

AUTOMATION · PUBLISHING

Autonomous social publishing engine

For a manufacturing client with a catalogue of thousands of products: a fully autonomous system that turns ERP data into auto-generated videos and carousels (headless rendering, editing, audio muxing) and publishes them daily to YouTube, Facebook and Instagram, with retry logic and anomaly alerts.

3 PLATFORMS **0** HUMAN INTERVENTION **24/7** AUTONOMOUS

Stack: PHP · MySQL · Node.js · Puppeteer · FFmpeg · YouTube Data API

CLOUD · API INTEGRATION

Zero-click XLSM → AWS pipeline

Connected a third-party spreadsheet export to an AWS infrastructure through a still-beta API: automatic conversion, normalization and SFTP publishing, authentication and validation included, with no manual step between the two systems.

0 USER CLICKS **XLSM → AWS** AUTO CONVERSION **SFTP** SECURE PUBLISHING

Stack: Beta API · AWS · SFTP · XLSM parsing

EMAIL · DELIVERABILITY

Newsletter engine for IM+ contacts

Standalone engine built from scratch on a dedicated local SMTP server: full double opt-in, saveable send-group filters, delivery and open tracking, SPF/DKIM/DMARC/BIMI management and multi-IP sending for reputation, with optional Amazon SES scaling.

IM+ CONTACTS **Double** OPT-IN **Multi-IP** REPUTATION

Stack: PHP · Dedicated SMTP · SPF/DKIM/DMARC · Amazon SES (optional)

SIDE PROJECT · RETROCOMPUTING

Shooting Star, homebrew for the Vectrex

A new game in the making for a console from 1982: the Vectrex, the only vector-graphics home console ever made, drawing pure lines on phosphor instead of pixels. Written entirely in 6809 assembly, no engine, no modern libraries, straight against the original GCE BIOS. Planned in two versions: one played with a lightgun/lightpen, and a second pairing the 3D Imager, or modified shutter glasses, with that same lightgun/lightpen input. Development is in its final stretch, ahead of a physical cartridge release.

6809 HAND-WRITTEN ASM **2 versions** LIGHTGUN/LIGHTPEN **Final stretch** PRE-RELEASE

Stack: 6809 assembly · GCE BIOS · 3D Imager / shutter glasses · lightgun/lightpen · lwasm

ALONGSIDE THE CODE

Beyond Code

Outside client work there is room for vintage electronics and retrogaming, 3D printing, aerial drone footage and metal detecting. The more experimental branch is **KymD.**, a research project using AI as a compositional instrument to perform gestures no live player could execute: the debut album «NaN» is out now, with works deposited with SIAE and copyright-registered with the US eCO Copyright Office.

// built by hand, no framework

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