Filippo Costa

+39 348 984 3382
Via Cesare Studiati, 1
56127 Pisa, Italy

filippocosta.italy@gmail.com
https://linkedin.com/in/fcosta4
https://github.com/neysofu

TECHNICAL SKILLS

- Proficient in Rust, C, Scala, Python, Bash.
- Knowledgeable of GNU/Linux, Docker, Git, CI/CD, IaC (Terraform, Ansible), AWS basics.
- Strong focus on performance-oriented software, with some exposure to MPI and OpenMP.
- Storage solutions: Redis, RocksDB, PostgreSQL, SQLite.
- Familiar with documentation tools, release management, code coverage and testing methodologies.
- Strong interest in high-performance systems, compiler architectures, functional programming and scientific computing.

EXPERIENCE

Efficiam Srl — *Junior Rust Developer*   JUNE 2019 - AUGUST 2019

I have maintained and improved a Rust microservice for handling orders on a private stock market.

- Used PostgreSQL, gRPC, Kafka, Docker.

Motiva Srl — Backend Developer   JUNE 2017 - MARCH 2019

I have planned, implemented and finally deployed several small– to medium–sized websites.

- Successfully used Django and Flask alongside Redis and PostgreSQL DBs with 1M+ rows in Linux environments.
- Developed a promotional marketing platform for up to ~1000 daily visitors and a points-based ecommerce loyalty program.
- Used Mailgun, Amazon Incentives APIs and Celery to reward users with gift codes and to deliver holiday vouchers.

As a young developer, working in a small team under tight deadlines has been extremely rewarding and it has taught me a lot. I have learnt that it takes more than just good code to deliver great products.

Sarti Digitali — *Contract Programmer*   MARCH 2019

Sarti Digitali is a web agency based in Trieste, Italy. I developed a custom remote backup solution for their WebFaction servers using Git, Crontab and other Linux utilities.

EDUCATION

Università di Pisa — *Informatica L-31 (Computer Science)*   SEPTEMBER 2019 - PRESENT

Liceo G. Oberdan — *Maturità scientifica (HS graduation)*   SEPTEMBER 2014 - JUNE 2019, Trieste - Italy

Groote Schuur High School — *Abroad study program*   JANUARY 2018 - JUNE 2018, Cape Town - South Africa

AWARDS & MISCELLANEA

In April 2016 Stanford professor Donald Knuth was kind enough to award me a reward check for finding a mathematical error in *The Art of Computer Programming*. The «MIT Technology Review» describes the checks as "among computerdom's most prized trophies".

I have participated with my school team in mathematics and chess competitions at a national level.

PERSONAL PROJECTS

- A competitive chess engine written in C99 using a low-precision neural network. **In progress**
- A Scala library for modelling and analyzing Markov chains, probability distributions and lattice paths with statistics utilities.
- A LLVM compiler written in Rust for Ousia, a functional programming language. **In progress**
- A Python wrapper for the iTunes APIs.
- A lambda calculus interpreter that features call-by-name reduction.