# ALESSANDRO RUZZI

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## PROJECTS

### Santorini Game

📅 03/2020 - 06/2020    📍 Politecnico di Milano

🔗 https://github.com/alexruzzi98/Software-Engineering-Project

The aim of the project was to implement the Santorini board game following the architectural model Model View Controller for the realization of the model according to the object-oriented programming paradigm.

- Game Server developed using sockets.
- Developed model and controller of the game using the pattern MVC.
- Led a team of two people, obtaining the maximum grade.

### Weather Application

📅 08/2019    📍 Personal Project

🔗 https://github.com/alexruzzi98/Weather-APP

- Created a real time weather forecast application by using Dark Sky API and implemented graphical components by using the Python's library PyQT5
- Added the possibility to interact with weather over different days hours and places

### Algorithms and Data Structures Project

📅 06/2019    📍 Politecnico di Milano

🔗 https://github.com/alexruzzi98/API

- Developed an advanced Data Structure based using RB Trees in order to build a simple social network to monitor relationship between entities.
- Created an algorithm to output the list of relations reporting (in alphabetical order) for every relation the Entities with the largest number of received relations

### Robotics Projects

📅 04/2020 - 06/2020    📍 Politecnico di Milano

🔗 https://github.com/alexruzzi98/Robotics-Projects

The aim of the two robotics projects was to apply the theoretical arguments of the course using ROS (Robot Operating System).

- Developed a system that publishes odometry for two vehicles, and wrote a service that calculates and publishes the distance between the two vehicles.
- Developed a system capable of creating a map of the room using visual odometry and an obstacle sensor, then use the map created to locate the robot inside the room using sensor data.
- Led a team of two people, obtaining the maximum grade.

## EDUCATION

### Master of Science, Data Science

**ETH Zurich**

📅 2020 - 2022    📍 Zurich, CH

### Bachelor of Science, Engineering of Computing System

**Politecnico di Milano**

📅 2017 - 2020    📍 Milan, IT

GPA

**110L** / 110L

### Secondary School Diploma

**Liceo Scientifico - I.I.S. Luigi di Savoia**

📅 2012 - 2017    📍 Chieti, IT

Grade

**100** / 100

## TECHNICAL SKILLS

Python    Numpy    Pandas

Scikit-learn    TensorFlow    Tflearn

Keras    Matlab    MySQL

MongoDB

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Java    C/C++    Golang    GIt

Data Structures    Algorithms    OOP

ROS (Robotics)    REST API    Excel

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Html    CSS    JavaScript    React

# LANGUAGES

**Italian**
Native

**English**
Native

**German**
Intermediate

# AWARDS AND MERITS

(2018 and 2019) - Politecnico di Milano Merit Scholarship
(2017) - Politecnico di Milano Best Freshmen Scholarship
(2016) - National Computer Science Olympic Games
(2016) - Regional Chemistry Olympics, Ranked top 20
(2015, 2016 and 2017) - National Physics Olympics
(2015, 2016 and 2017) - National Math Olympics, Ranked top 5 (territorial - 2015)
(2010) - Archimede e Math Games, Ranked top 10

# SOFT SKILLS

## Teamwork

During my school years I was often involved in group work and team challenges. I have often been chosen as a team leader and I enjoyed getting the best out of the group by actively involving all the members and giving everyone the chance to contribute. Last year I attended a seminar named "Start Up 101 from the idea to the action" where I learned how technical knowledge can interact with the academic and industrial world to create value for society. I realized how important teamwork is, and how the interaction between different realities is essential to reach a goal.

## Project and time management

The competitions and the Olympics I participated during my secondary school years and the very intensive pace of study required at the Polytechnic of Milan have helped me to improve my time management skills and to manage stressful situations successfully.