

About me

I am a Software Engineer with a varied background and a strong interest for low-level topics. My main fields of expertise are Embedded Systems, Security and Compilers, but I also have some experience in Web Development and Machine Learning. I'm always looking for challenging technical problems and collaborative environments where I can learn from the best.

Experience

Compiler Engineer

rev.ng

September 2020 - Present

- Developed a symbolic execution plugin
- Working on type recovery from binaries without source code

Backend Developer

blink

April 2020 - June 2020

- Helped setting up the software infrastructure
- Participated in the design of the overall architecture

Software Team Lead

Skyward Experimental Rocketry

October 2017 - September 2020

- Rocket software design and development
- Coordination of all Software and Control Systems subsystems

Embedded Software Intern

OHB Italia

March 2018 - August 2018

- Satellite software testing and validation (MWI - Microwave Imager)
- Firmware development for the RF interference mitigation module

Startup Co-Founder

Woofun

March 2012 - March 2013

- Facebook application developed during high school
- 5000+ downloads on Android and iOS
- Presented the app at the ERStartup event (April 2012)

Key Skills

Soft Skills

- Team Organization
- Communication
- Analytical Skills

Programming

- C/C++
- Python
- Java
- Scala
- JS

Technologies

- Git
- LLVM
- Django
- Keras
- STM32

Languages

- Italian
- English
- French

Education

MSc in Computer Science and Engineering

Politecnico di Milano, Milano, Italy

September 2018 - Ongoing

Embedded Systems, IoT, Computer Architectures and Compilers.

Exchange Program

CY Tech, Cergy, France

September 2019 - January 2020

Exchange Program focused on Data Analysis and Machine Learning.

BSc in Engineering of Computer Science

Politecnico di Milano, Milano, Italy

September 2013 - July 2018

Enrolled for the first two years in the Electronics Engineering course.