



ANDREA ROBERTO BENVENUTI

PROFILE

Computer Engineering student, passionate about the design, development, and implementation of software solutions. Problem-solving oriented and a strong team player.

EDUCATION

2014 - 2019 | LICEO SCIENTIFICO "ENRICO FERMI", CANTÙ (CO), ITALY
HIGH SCHOOL DIPLOMA – APPLIED SCIENCES

2016 | MELTON COLLEGE YORK, UK
SUMMER COURSE

2018 | ITALIAN DIPLOMATIC ACADEMY, MILAN
TRAINING COURSE ON WORLD POLITICS AND INTERNATIONAL RELATIONS

2019 - PRESENT | POLITECNICO DI MILANO
BACHELOR'S DEGREE IN COMPUTER ENGINEERING

Key Projects:

- Galaxy Trucker: Multiplayer digital implementation of the board game in JavaFX.
- Bakery Management System: Discrete-time simulator in C for industrial bakeries, using priority queues for order/deadline management.
- VHDL Digital Filter: FSM hardware design for differential filter application on data sequences.
- Zampillo: HCI project on historic Milanese fountains. Goal: Digital platform with interactive mapping and gamification (Ongoing).

PROFESSIONAL EXPERIENCE

2022 - 2024 | DELIVEROO ITALY SRL, CANTÙ, ITALY
RIDER

- Demonstrated strong time management and reliability while balancing professional responsibilities with a full-time engineering courseload.

2024 (4 MONTHS) | IAL LOMBARDIA SRL IMPRESA SOCIALE, COMO, ITALY
EDUCATOR

- Part of the National Recovery and Resilience Plan (PNRR). Worked in a team to introduce teenagers with disabilities to sports.

2024 - PRESENT | GRUPPO ETHOS SRL, COMO, ITALY
WAITER

- Managed high-volume table service and section logistics, ensuring high customer satisfaction in a fast-paced environment.

2025 - PRESENT | SAS EVOLUTION SRL, MILAN, ITALY
DATA ANALYST - Production forecasting project.

- Developed predictive models in R (ARIMA, ETS, hybrid models) for monthly production forecasts.
- Time series analysis and optimization, including outlier, seasonality management.

INTERESTS

- Technology and IT
- Formula 1, Basketball

LANGUAGES

- Italian (Native)
- English (Intermediate)

"I hereby authorize the processing of my personal data contained in my curriculum vitae in accordance with art. 13 of Legislative Decree 196/2003 and art. 13 of GDPR (EU Regulation 2016/679) for the sole purpose of personnel recruitment and selection."

Milan, January 2026

CONTACTS

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[github.com/AndreaRoberto
Benvenuti](https://github.com/AndreaRobertoBenvenuti)

April 3, 2000

SKILLS

TECHNICAL SKILLS:

- Application Design & Development: Architecture, communication, GUI/TUI, multi-user management, and network protocols.
- Software Systems: Algorithmic optimization and advanced data structures for efficiency-constrained applications.
- Hardware Design: Digital components in VHDL using FSMs, synthesis, and resource optimization for embedded systems.
- Enterprise Modeling: Multi-layer analysis, technical documentation, and collaborative project management using Git and Agile methodologies.

HARD SKILLS:

- Programming Languages: Proficiency in Java, C, and VHDL.
- Software Development: Design Patterns, UML, JUnit, Version Control, Build Automation, Client-Server and Distributed Architectures.
- Computational Complexity & Data Structures.
- Data Modeling & SQL.
- Tools: IDEs, Debugging, LaTeX, Business Process Modeling (BPMN).

SOFTWARE: IntelliJ IDEA, Visual Studio, Xilinx Vivado, Android Studio, RStudio

SOFT SKILLS:

- Problem solving and analytical skills
- Teamwork
- Communication
- Planning and Time Management