

Andrea Di Benedetto

Back-end Developer

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<https://github.com/Andry92>

I completed a B.Sc. (3-year degree) in Computer Science at the University of Palermo, Italy. My main interest is Linux and topics related to it, like Back-End, Arduino and RaspberryPI development. I like to experiment with new technologies to improve my skills.

Professional Experience

MAY 2017 - MARCH 2019

Back-end Developer

SixMobile s.r.l. <https://6mobile.mobi/> - Palermo

- API development using LoopBack 3.x (<https://loopback.io/>) framework and JavaScript to build and manage a payment system. Node.js was used to test the modules integrated into the system and as an engine for LoopBack. PostgreSQL was used as the RDBMS for the platform

- Wordpress website development in PHP

DECEMBER 2015 - MARCH 2016

University Internship

Olomedia s.r.l. <https://www.olomedia.com/> - Palermo

- DevOps: managing virtual environment systems using Docker. PHP7 integration in a dockerized system

- Web Scraping activity: extrapolation of information from the news section of websites such as Rai Way, AGCOM, Corecom, etc. . Title, date and description data was targeted and the result with links were saved in an Excel spreadsheet

Skills

Operating Systems: Linux, Windows, Mac

Programming Languages: JavaScript, PHP, C, Python

Markup Languages: HTML, CSS

Framework: LoopBack, Node.js, jQuery

RDBMS: MySQL, PostgreSQL

Web Server: Apache

Virtual Environments: Docker

Languages

- Italian (Native)

- English (Intermediate)

Education

SEPTEMBER 2017 - ONGOING

Università degli Studi di Palermo - Palermo, Italy

Five-year degree in Computer Science (M.Sc.)

- Big Data Management: Implementation of a hotel company management. Data cleaning, data mart, E/R scheme, data warehouse
- Cybersecurity: theory and practice with Blockchain using Tendermint (blockchain application platform)
- Cloud and High Performance Computing: Serial and Parallel Computing using MPI

SEPTEMBER 2012 - MARCH 2017

Università degli Studi di Palermo - Palermo, Italy

Three-year degree in Computer Science (B.Sc.) - Grade: 97/110

My thesis was about building an electric guitar tuner prototype using Arduino. To see if the string is tuned the Arduino IDE Serial Plotter is used: if input signal overlaps with the reference note than the note is tuned. In the following link, you can see the project and a link to a demonstration video in readme. <https://github.com/Andry92/arduino-guitar-tuner>

- Programming and labs: C programming language

- Computer Networks

- Operating Systems: processes and threads. It included a lab part where I implemented client/server chat using pthread library in Linux.

- JAVA Programming

- Databases: relational model, relational algebra, SQL

- Algorithms and Data Structures: C programming language was used for the practice

- Software Engineering: design and implementation of a company management software using ASTAH Community 7.0 (software design tool) whose main purpose is to entertain and sell music. UML, actors, use cases, database, class diagrams, sequence diagrams

- Compilers: Context-free languages, Flex and Bison

- Digital Image Analysis: Common graphic formats structures (jpeg, gif, bitmap)