

Andrea Terlizzi

DATE OF BIRTH: 23/12/1999

CONTACT

Nationality: Italian

Gender: Male

Via Alfonso di Borbone, 6 81100 Caserta, Italy

<u>a.terlizzi2@studenti.unisa.it</u>

attornado3@gmail.com

(+39) 3345877161

Instagram: https://www.instagram.com/ andreataki.c/

Whatsapp Messenger: 33458

77161

ABOUT ME

Highly organized and detail-oriented Computer Science graduate student from Università degli Studi di Salerno. Highly curious and motivated to work on computer science, mathematics and science in general, his actual interests include quantum computation, artificial intelligence, data science and blockchain. Winner of a place in the CyberChallenge.it competition of 2019, and 2021 First Ascent competition applicant. After graduating with honors, his main goal is to take the master degree with honors and to keep working on the aforementioned topics for the next years.

WORK FXPFRIFNCF

22/02/2021 - CURRENT - Fisciano, Italy

Internal Internship

Università degli Studi di Salerno

Design and implementation of a negotiation algorithm, in order to create an innovative, quantum-safe consensus mechanism for blockchains.

DinfUnisa - Computer Science Department of Università degli Studi di Salerno / Professional, scientific and technical activities / urp@unisa.it / Via Giovanni Paolo II, 132, 84084 , Fisciano, Italy

15/01/2020 - 23/12/2020 - Caserta, Italy

Software designer and developer

Freelancing activity

Design and implementation of an e-commerce website, with particular focus on the algorithmic and high-level problem-solving side.

Professional, scientific and technical activities / 81100, Caserta, Italy

01/10/2016 - 30/05/2018 - Caserta, Italy

Computer Science School Internship

Liceo Statale Alessandro Manzoni

Technical advising about the use of the Linux operating system, in order to improve the skills of the institute's Linux User Group (LUG).

Linux User Group Manzoni (LUG Manzoni) / Professional, scientific and technical activities / cepm010008@istruzione.it / https://www.liceomanzonicaserta.edu.it/ / Via A. De Gasperi , 46, 81100, Caserta, Italy

EDUCATION AND TRAINING

16/09/2018 - 30/09/2021 - Via Giovanni Paolo II, 132, Fisciano, Italy

Computer Science Degree

Università degli Studi di Salerno

Basic to advanced low-level and high-level programming skills, such as problem-solving, data structures usage and implementation, object-oriented programming, multithread and multi-process programming, enterprise programming;

Theoretical and pratical knowledge in data structures and algorithm design and analysis, such as computational complexity analisys and proofs of correctness;

Operating systems theoretical and practical knowledge, in fields like memory management, processes management, file systems and so on;

Basic database design and implementation skills, such as use of E-R model, relational model, SQL language and other database tecnologies;

Basic knowledge of web design and technologies, like CSS3, HTML5, JavaScript, Java Servlets, ...;

Understanding of neworking protocols and tecnologies, with particular focus on ISO/OSI layers;

Basic software engineering skills, such as requirements elicitation and analisys document writing, system design, object design and testing;

Basic to advanced discrete and continuum mathematics skills and knowledge, with particular focus on practical applications in computer science such as proofs, logic, probability, statistics, linear algebra and graph theory;

Basic theoretical knowledge and skills in various artificial intelligence fields, such as machine learning (with the study of various learning models like SVM, decision trees, neural networks, ...) and optimization algorithms (non-informed search algorithms, informed heuristic algorithms, genetic algorithms, constraint-satisfaction promelms);

Basic knowledge and skills in the operational research field, with the study of linear programming and duality theory;

Basic knowledge in numerical calculation field, such as floating-point arithmetic or classical and iterative methods for the linear systems solving;

Basic theoretical computer science knowledge, in fields like automata theory, computability theory, formal languages and complexity;

Number of ECTS Obtained: 180/180; Grade Average: 30/30; Graduati on Date: 30/09/2021; Final Grade: 110/110 cum laude (4.0 G.P.A.)

Field(s) of study

Computer Science

110 cum laude (4.0 G.P.A.) | Blockchain with negotiation-based consensus | EQF level 6 | ECTS | 180 | https://www.unisa.it/

Via A. De Gasperi, 46, Caserta, Italy

High School Leaving Qualification in Scientific Studies

Liceo Statale Alessandro Manzoni

96/100 | EQF level 4 | https://www.liceomanzonicaserta.edu.it/

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken	Spoken	Writing
B2	C1	production	interaction	B2
		B2	B2	

DIGITAL SKILLS

Microsoft Office (Excellent) / Draw.io (Good) / IntelliJ IDEA (Good) / PyCharm IDE (Good) / PhpStorm IDE (Good) / Dev C++ (Good) / Linux OS (Good) / NetBeans IDE (Good) / Eclipse IDE (Good)

Programming Languages, Frameworks, APIs and Technologies

C, C++ (Excellent) / JAVA (Java SE, Java EE, EJB, JSP, Servlets, JDBC) (Excellent) / Katalon (Sufficient) / Matlab (Good) / Web Services (Sufficient) / CSS 3 (Sufficient) / JQuery (Good) / Microsoft SQL Server (Sufficient) / JUnit (Good) / GitHub (Good) / SQL (Excellent) / Object-Oriented Programming (Excellent) / Bootstrap (Sufficient) / JavaScript (Good) / M ySQL (Excellent) / Computational Complexity Analisys (Excellent) / XML (Sufficient) / NumPy (Good) / JSON (Excellent) / Algorithm Design (Excellent) / Multithread Programming (Sufficient) / Design Patterns (Good) / Scikit-Learn (Good) / Responsive CSS3 (Sufficient) / Maven (Sufficient) / Data Structures Design and Usage (Excellent) / Python (Excellent) / PHP (Good) / OpenCSV (Good) / JEP (Java Embedded Python) (Good) / HTML5 (Good) / Pandas (Good)

Team-work oriented / Motivated / Organizational and planning skills / Critical thinking / Good listener and communicator / Decision-making / Analytical skills