europass

Marco Andronaco

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Date of birth: 11 Apr 1998 **Nationality:** Italian

ABOUT ME

I like tinkering with software and new frameworks and I'm always open to new ideas. In my spare time, I either play videogames or exercise at the gym. I also like writing on my personal blog.

WORK EXPERIENCE

[Jan 2019 – Jun 2019]

PWA developer

Facto s.r.l.

City: Catania (CT)
Country: Italy
Progressive WebApp development on the WordPress platform

[Apr 2017 – Jan 2019]

Private math tutor

Freelancer

City: Acireale (CT)
Country: Italy

EDUCATION AND TRAINING

[2011 – 2016]

High School diploma

Liceo Scientifico Archimede https://www.liceoarchimede.edu.it

Address: Via Ludovico Ariosto, 37, 95024, Acireale (CT), Italy
Final grade: 88/100 **Level in EQF:** EQF level 4

[3 Oct 2016 – 13 Jun 2022]

Computer Engineering degree

University of Catania https://www.dieei.unict.it/courses/l-8-inf

Address: Viale Andrea Doria, 6, 95125, Catania (CT), Italy
Final grade: 98/110 **Level in EQF:** EQF level 6
Thesis: Building Predictive Maintenance Applications using the Microsoft Azure platform

[3 Oct 2022 – Current]

Data Science degree

University of Catania https://www.dei.unict.it/corsi/lm-data

Address: Viale Andrea Doria, 6, 95125, Catania (CT), Italy
Level in EQF: EQF level 7

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

DIGITAL SKILLS

Web Development

CSS | WordPress | MySQL | Bootstrap | PHP | JSON | XML | HTML5 | Web Development | Postman | RESTful api | Javascript | AJAX | Hugo | PWA Development

Programming

C# | Go | Java | MIPS Assembly | Arduino | Unity | Godot | C | Clean Code | Code Review | Visual Studio Code | Object Oriented Programming (OOP)

DevOps

Git | Docker | Microservices | BSD-like Operating Systems | Bash | Virtualization | GNU+Linux Operating Systems | Networking

Statistical Learning

R | Principal Component Analysis | Big Data Clustering

Machine Learning

Python | Time-Series Forecasting | Deep Learning | Microsoft AzureML

Utility

LaTeX | Microsoft Office | MATLAB | Markdown | Moderate knowledge of Github

DRIVING LICENCE

Cars: B

PROJECTS

Predictive maintenance applications

For my thesis (in Italian) I used Microsoft Azure Machine Learning to build predictive maintenance applications in two scenarios.

First, I built a model which was able to detect APS Failures in SCANIA trucks, based on a variety of sensors. Then, I studied time-series records of industrial machinery in order to train a model which could predict the probability of a particular component to fail in the following 90 days.

Link: https://birabittoh.github.io/smol/tesi

COVID-19 risk evaluation

The main goal of this project was to build a machine learning model that, given a Covid-19 patient's current symptoms, status, and medical history, was able to predict whether the patient was in high risk or not.

After some statistical analysis and basic supervised learning, I obtained a model that correctly predicts the risk status with a low amount of false negatives.

Link: https://github.com/BiRabittoh/covid-data-analysis

ArtBoundPanel

An administration panel for the an art competition. Allows the admin to load results from a Spreadsheet (containing references to images uploaded from Google Forms); these images can then be ordered, excluded and watermarked with custom colors, positions and opacities. Each step of this procedure is done entirely through client-side Javascript and HTML5.

Link: https://github.com/BiRabittoh/ArtBoundPanel

Simple Discord Music Bot

A Discord Bot programmed in NodeJS making use of discord.js and play-yt. It can search and play any video from YouTube inside a Discord voice channel.

Link: https://github.com/BiRabittoh/simple-discord-music-bot

Remnants of Peak Galeer

Fully functional 3D turn based role playing game coded in C# and base Unity.

The player is able to save and load their game, use items and spells both in battle and in the overworld, gain items and gold from battles and explore two demo levels with a challenging final boss at the end.

Link: https://github.com/BiRabittoh/RPG

GroupGardenBot

An extension of the game "botany", originally designed for unix-based systems, to the python-telegram-bot library.

Each user has their own plant; they can water it and see it grow over days with next to none logical computation required. Each step in plant growth is calculated based on time deltas, so that information only gets updated when someone is actually requesting it.

Link: https://github.com/BiRabittoh/groupgardenbot