

Chiara Boni

Software Developer

Contacts

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🌐 <https://chiarabn.github.io/>

Languages

- Italian (native speaker)
- English (B2)

Profile

I am a software developer passionate about innovative digital solutions, interested in both design and development.

I enjoy exploring how technology tools can be used to create engaging and interactive experiences, with a focus on inclusivity.

Work experience

NTT DATA S.p.a.

2022 - 2024

Software Developer

- Front-end development via Angular framework
- UX/UI design via Figma
- Formal requirements analysis
- Dataflow development using Google Cloud Platform

BAYKER ITALIA S.p.a.

Giugno - Luglio 2014

Employee

- Backoffice employee in the sales department
- Assisted in the development of the e-commerce section of the company website

Education

TRECCANI ACCADEMIA

2024 - 2025

Master digital and immersive technologies for art and culture

In this master's course it was possible to design, develop and implement digital projects for application in the cultural and museum sector.

The subject of the master's course was the development of cultural video games, the realisation of immersive videomapping and the study of artificial intelligence applied to cultural contexts.

UNIVERSITY OF PISA

2019 - 2022

Master Degree, Curriculum "Software: Programming, Principles, and Technologies"

Thesis title: Data Aggregation using Homomorphic Encryption in Mobile CrowdSensing context.

The aim of the thesis was to analyse a mobile sensor network, with a focus on security issues related to data aggregation processes in them. A solution was proposed for enhancing security through the use of homomorphic encryption based on residual values (RRN).

Technologies used: Pandas and GeoPy, Python libraries; Palisade, library for homomorphic encryption.

Grade: 109/110

Thesis title: Construction of an intelligent dashboard for the composition of Tweets in the field of Cultural Heritage for Android devices.

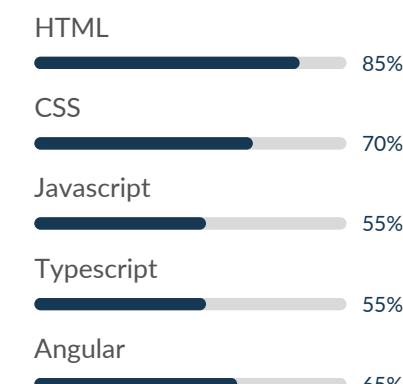
This thesis aims to create a classifier model for the textual analysis of Tweets, capable of understanding their effect on the audience, to be included within a dashboard for mobile devices.

Technologies used: Pandas, Scikit-learn and Seaborn, Python libraries for the classifier model and related visual analysis; Android Studio for the realisation of the mobile application.

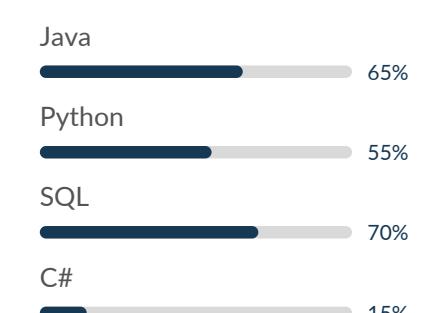
Grade: 103/110

Technical skills

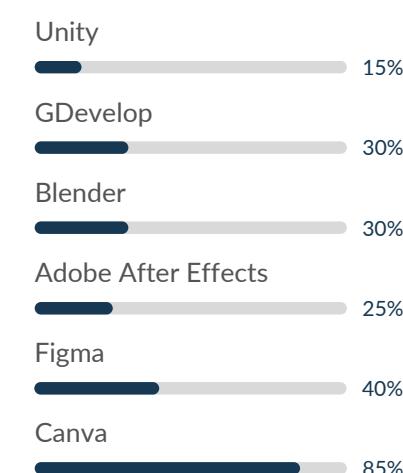
Web Programming



Programming Languages



Games & Modelling



IDEs & Protocols

