

Marco Tais

Date and place of birth: 22/04/1995 - Rome (RM), Italy
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Portfolio: <https://d-mensio.github.io/>



Professional experience

October 2020 – April 2021	Analyst Consultant at Capgemini, Insight & Data Practice I was involved in a project whose objective was the redesign and development of the structure of an existing database and the processes controlling the flow of data, with a focus on the design, implementation and testing of jobs in an ETL pipeline
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Projects

2021	Ashto Abstract mobile 2D puzzle game developed in Unity https://mensi0.itch.io/ashto
2021	Published research article Giuseppe Di Battista, Fabrizio Frati, Maurizio Patrignani, & Marco Tais (2021). "Schematic Representation of Large Biconnected Graphs". <i>Journal of Graph Algorithms and Applications</i> , 25(1), 311–352. http://dx.doi.org/10.7155/jgaa.00560
2020	Lambda architecture Development and testing of a lambda architecture for management and analysis of data streams in the field of Big Data
2019	Ground vibrations analysis via Machine Learning Development, training and testing of a Support Vector Machine for analysis and classification of vibrations detected in the ground via Machine Learning

Education

2017-2020	Master's Degree in Computer Engineering Università degli Studi Roma Tre, Rome (Italy) Thesis: "Visualization of the structure of large networks" Qualification obtained in the a.y. 2018/2019 on 18/03/2020. Final mark: 110 with honors
2014-2017	Bachelor's Degree in Computer Engineering Università degli Studi Roma Tre, Rome (Italy) Thesis: "Support system for predicate logic exercises – Conversion to clause form and resolution exercises" Qualification obtained in the a.y. 2016/2017 on 22/12/2017. Final mark: 110 with honors
2009-2014	Liceo scientifico Stanislao Cannizzaro, Rome (Italy) Qualification obtained in the a.y. 2013/2014. Final mark: 100/100

Personal skills and interests

Languages	Italian (native speaker), English (C1)
Professional Skills	<p>During my course of study, professional experience and personal projects I was able to explore theoretical principles and practical applications in the following areas:</p> <ul style="list-style-type: none">▪ 2D and 3D application development using a game engine (Unity, Godot)▪ Design of software systems architecture (Docker, Jenkins)▪ Artificial Intelligence and Machine Learning (scikit-learn)▪ Databases and Big Data (SQL, Oracle DB, IBM Datastage, HDFS, MapReduce, Spark, Storm, Kafka)▪ Web applications design and development (HTML, CSS, Javascript, D3.js, OpenLayers, Spring Boot) <p>I am familiar with the following programming languages: C#, Python, C++, Java, Javascript</p>
Soft Skills	I have good problem solving skills, I work well both independently and in a group, I am curious and I like to engage in new areas and experiment with new technologies.
Interests	I am passionate about videogames, manga and animation, cycling and travelling. I have practiced many different sports, including skiing, canoeing and sport climbing.

I authorize the processing of personal data contained in my curriculum vitae according to art. 13 of the Lgs. 196/2003 and art. 13 GDPR 679/16.