

# Bocchino Daniele

*Jr. Software Development Specialist | Cloud & Data Enthusiast*

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## Skills

- Python | Javascript | Typescript | Java | Dart | Flutter | React | React Native | Flask | SQL | NoSQL | Git | Docker | Ruby | Terraform
- AWS | Cloud Computing | Machine Learning | Data Analysis | Web Development | Mobile Development
- Cloud Architecture | Frontend | Backend | Full-Stack | Italian, English

## Experiences

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|---|-----------------------|----------------------------|-------------------------------|
| <b>Junior Software Developer Specialist</b>   | <b>SGR Compliance</b> | <b>Lugano, Switzerland</b> | <i>Jun. 2023 - Present</i>    |
| <ul style="list-style-type: none"><li>• Design and implementation applications using disruptive technologies such as: <b>AWS Cloud Services</b>, <b>ML &amp; AI</b> solutions</li><li>• Design and develop full stack solution, web and mobile, using <b>Docker</b>, <b>React</b> and <b>Ruby on Rails</b></li><li>• Collaborate with stakeholders to analyze user requirements and define development objectives</li><li>• Integrate applications using API-led and cloud-first architectural design patterns</li></ul>  |                       |                            |                               |
| <b>Internship Trainee - Master's Degree</b>   | <b>PhuseLab</b>       | <b>Milan, Italy</b>        | <i>Nov. 2022 - July 2023</i>  |
| <ul style="list-style-type: none"><li>• Evaluation and selection of optimal algorithms to address the problem of <b>Contextual Multi-Armed Bandits</b> in the real-world context of audiovisual attention, with emphasis on <b>Thompson's sampling algorithm</b></li><li>• Implemented a machine learning model in Python using ML and data analysis libraries such as : <b>Pandas</b>, <b>Numpy</b>, <b>Scikit-learn</b>, <b>Pytorch</b></li></ul>   |                       |                            |                               |
| <b>Freelancer Web &amp; Mobile</b>  |                       | <b>Italy</b>               | <i>Jul. 2022 - Feb. 2023</i>  |
| <ul style="list-style-type: none"><li>• Developed a mobile application <b>CIUKA - Party Game</b> using <b>Dart</b> on the framework <b>Flutter</b>.</li><li>• Created a web application <b>Lora Giusta</b> with over 10 thousand views in 2022 for a bed and breakfast near Como increasing I number of customers by over 70%. The Application was realized with <b>Javascript</b>, <b>ReactJs</b>, <b>Node</b>, and the css framework <b>Bulma</b>.</li><li>• I Realized a graphically impactful web application <b>My Portfolio</b> to present myself and show who I am and my career in an alternative and detailed way. The web application was created with <b>Javascript</b>, <b>ReactJs</b>, and the css framework <b>Material UI</b>.</li></ul> |                       |                            |                               |
| <b>Research Collaborator - PRIN 2017</b>  | <b>ISLab</b>          | <b>Milan, Italy</b>        | <i>Aug. 2021 - Mar. 2022</i>  |
| <ul style="list-style-type: none"><li>• <b>Won the University of Milan competition</b> to create a <b>Medilett</b> web application for the MIUR PRIN 2017 project funded by the Ministry of Education, University and Research (2019-2022) with the aim of creating a PROSOPOGRAPHIC ATLAS OF MEDIEVAL ROMAN LITERATURE</li><li>• The backend of the application was built with <b>Python</b>, with <b>Flask</b>, to define the REST API. The front end was built in <b>ReactJs</b> with the help of the css framework <b>Chakra UI</b>. Finally, <b>Leaflet</b> was used to implement the geopositioning. All information has been saved on <b>PostgreSQL DB</b>.</li></ul>  |                       |                            |                               |
| <b>Research Collaborator - VAST</b>   | <b>ISLab</b>          | <b>Milan, Italy</b>        | <i>Jun. 2021 - Nov. 2021</i>  |
| <ul style="list-style-type: none"><li>• <b>Won the University of Milan competition</b> to create a <b>ISLab</b> web application for the European Project <b>VALUES ACROSS SPACE AND TIME (VAST)</b>.</li><li>• The backend of the application was built with <b>Python</b>, specifically with <b>Flask</b>, to define the REST API. The front end was built in <b>ReactJs</b> with the <b>CSS</b> and <b>Framer Motion</b>. Finally, the information about projects and team has been saved on <b>MongoDB</b>.</li></ul>  |                       |                            |                               |
| <b>Internship Trainee - Bachelor's Degree</b>   | <b>ISLab</b>          | <b>Milan, Italy</b>        | <i>Sept. 2020 - Feb. 2021</i> |
| <ul style="list-style-type: none"><li>• I built a web application in <b>ReactJs</b> capable of analyzing text documents and highlighting verbs, adjectives, pronouns, etc.. The Backend, built in <b>Python</b> with <b>Flask</b>, constituted the REST API of the application and all Natural Language Processing (<b>NLP</b>) operations. The results were stored in a <b>NoSQL</b> database using <b>MongoDB</b></li></ul>   |                       |                            |                               |

## Projects

- **Cloud Phoenix**: the "cloud-phoenix" project builds the Phoenix Application's infrastructure using **Terraform (IaC)** on **AWS**, incorporating AWS services such as: **ECS**, **ECR**, **DocumentDB**, **CloudWatch** and **pipelines** using **CodeCommit**, **CodeBuild** and **CodePipeline** for deployment.
- **Cloud Gaming**: It's a project for the **Business Process Engineer** exam, it included analysis with **BPMN 2.0** and drafting an **AWS** architecture
- **BIP Challenge 2020**: It's a project for the **Business Intelligence System** exam, it consists of analysis on real-world scenarios of data mining with **Python**, **PM4PY** and **Disco**. The challenge is taken from the 2nd international Conference of Process Mining convened by the ICPM.

## Education

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|--|--------------|---------------------|-------------------------------|
| <b>Master's Degree of Computer Science</b>   | <b>UniMi</b> | <b>Milan, Italy</b> | <i>Sept. 2021 - Jul. 2023</i> |
| <ul style="list-style-type: none"><li>• <i>Advanced Biometrics   Affective Computing   Artificial Intelligence   Biometric Systems   Business Information Systems   Business Process Engineering   Intelligent Systems for Industry, Supply Chain and Environment   Multimedia Architectures   Natural Interaction   Privacy and Data Protection   Web Algorithmic</i></li></ul>   |              |                     |                               |
| <b>Bachelor's Degree of Computer Science</b>   | <b>UniMi</b> | <b>Milan, Italy</b> | <i>Sept. 2016 - Feb. 2021</i> |
| <ul style="list-style-type: none"><li>• <i>Algorithms and Data Structures   Automata and Formal Languages   Computer Architecture I   Computer Architecture II   Computer Programming   Continuum Mathematics   Computer Networks   Cryptography I   Databases   Digital Marketing   Digital Products Law   Discrete Mathematics   Information Systems   Information &amp; Transmission Theory   Mathematical Logic   Operating Systems   Security and Privacy   Software Engineering   Statistics and Data Analysis</i></li></ul> |              |                     |                               |

## Certifications

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|--|------------------|--|------------------|
| • <b>Terraform Associate</b>                           | <i>Oct. 2023</i> | • <b>IBM Data Science Professional Certificate</b> | <i>Mar. 2023</i> |
| • <b>AWS Certified Solutions Architect - Associate</b> | <i>Feb. 2023</i> | • <b>English language proficiency B2</b>           | <i>Feb. 2023</i> |
| • <b>AWS Certified Developer - Associate</b>           | <i>Feb. 2023</i> |  |                  |
| • <b>AWS Certified Cloud Practitioner</b>              | <i>Dec. 2022</i> |  |                  |