LANCINI DAVIDE

 github.com/DavideLancini   davidelancini@outlook.com   (+39) 331 464 9642   linkedin.com/in/dlancini

WORK EXPERIENCE

Back-end Python Developer O.H.C. Bene
Jan 2022 - Jul 2022
Developed a Warehouse Management System (WMS) using **Python** and **Flask** for a Milan-based start-up. Managed independent tasks from early-stage development, deploying solutions on **Google Cloud Platform**. Utilized **Docker** for containerization and deployment.

Computer Science Teacher I.I.S. Serafino Riva
Oct 2023 - Jun 2024
Taught advanced programming courses in **Java** and **Spring Boot**, as well as introductory web development courses with **HTML** and **CSS**. Developed interactive teaching materials to enhance student engagement.

Full-Stack Developer farmaciadanesi.com
Feb 2017 - Apr 2017
Designed and developed a dynamic website for a local pharmacy, integrating real-time drug availability using **JavaScript** and **PHP**. Strengthened skills in **databases** and data management.

Junior Software Developer XEOS.it
Jan 2017 - Feb 2017
Assisted in software development tasks, gaining experience in team workflows and best coding practices.

Private Tutor Mathematics & Physics
Nov 2018 - Aug 2023
Tutored high school students in **Calculus I** and Physics, focusing on simplifying concepts and improving mathematical reasoning.

EDUCATION

Bachelor's Degree in Software Engineering Politecnico di Milano
Sep 2019 - Sep 2024
Acquired a strong foundation in computer science, including **algorithms**, **data structures**, and **software design**. Developed problem-solving and project management skills through collaborative software projects. Gained practical experience in **embedded systems**, **digital electronics**, and **VHDL**, applying theoretical knowledge to real-world applications.

PROJECTS

Software Engineering Project University
Jan 2021 - Jun 2021 (28/30)
Developed a multiplayer video game using **Java**, featuring advanced graphics with **Swing** and network communication via **Sockets**. Available on **GitHub**.

Graph Ranking Algorithm University
Jul 2021 - Aug 2021 (30L/30)
Designed an optimized ranking algorithm for graph matrices, utilizing an enhanced **Dijkstra algorithm** in **C/C++**. Performance improved using **Valgrind**. Available on **GitHub**.

Image Processing for Robotics University
Aug 2021 - Sep 2021
Developed a digital circuit using **VHDL** to enhance image contrast with minimal latency. Designed for use as a pre-filter in a robotics team's object detection pipeline. Available on **GitHub**.

PROGRAMMING LANGUAGES

C/C++, Valgrind	HTML, CSS
Python, Flask	JavaScript
Java, Swing, Spring Boot	PHP
Kotlin, Flutter	VHDL, Vivado

SKILLS

Software Development	Team Collaboration
OOP	Public Speaking
Networking	Time Management
Problem Solving	3D Printing

SOFTWARE & TECHNOLOGIES

Git/GitHub	Arduino
Docker	Linux (Debian, Arch)
Google Cloud Platform	Windows
Visual Studio	LaTeX
Wireshark	Fusion360

LANGUAGES

Italian (Native)

English (Certified C1)

French (B1 - In Progress)

INTERESTS

Music Studies
2008 - Present
Started playing guitar at a young age and later studied music theory. Experienced in performing for **small audiences**.

3D Printing
Feb 2017 - Present
Passionate about 3D printing and related technologies for over a decade. Own three 3D printers (two **FDM**, one **SLA**) and skilled in 3D modeling with **Fusion 360**.