

# GIOVANNI T. LEGNAME

SOFTWARE ENGINEER ☎ +39 3792680403

## ◦ DETAILS ◦

+39 3792680403

[glegname1995@gmail.com](mailto:glegname1995@gmail.com)

## ◦ LINKS ◦

[LinkedIn](#)

[Portfolio](#)

## ◦ SKILLS ◦

Python

JavaScript

C

Unity

Django

## ◦ LANGUAGES ◦

English native speaker

Italian native speaker

Finnish b1



## PROFILE

**Software Engineer interested and passionate about tech and computer science with a keen interest in testing and software development.**

*I have developed great adaptation and communication skills by having lived in many different countries, which continuously advantaged me during my studies to communicate effectively in a team environment and to find creative solutions to problems. I am adept in various social media platforms and office technology programs.*



## EMPLOYMENT HISTORY

### Software Developer Trainee at IGA Technology Services, Udine

May 2021 — September 2021

Code refactoring for internal Laboratory Information Management System and bioinformatic pipeline deployment. Modification of the back-end tasks involved in data manipulation and interaction with the front-end. Development instances of the service via Docker. Versioning with git (Bitbucket).

### Junior Software Developer at Innova s.p.a, Trieste

August 2022 — January 2023

Created a garbage collector in Ruby to help dispose of old log files. Creation of GPS positioning test libraries in combination with hexadecimal encoding and decoding. Development instances of the service via Docker, orchestration via Kubernetes, and migration via Nutanix. Versioning with git.

### Field Systems Operator at Innova s.p.a, Trieste

February 2023 — July 2023

Created a P.O.C of a third-party device used for video capture expecting to use such devices on the field in the future. Live-view and playback of recordings were called using API from a designated web server provided by the manufacturer of the recording device.



## EDUCATION

### Metropolia Ammattikorkeakoulu, Espoo

2017 — 2021

The third year of Bachelors, Unfinished

### Secondary schools, Rismondo and Liceo Scientifico Galileo Galilei, Trieste

September 2006 — July 2015



## RELEVANT COURSES

### Python Fundamentals, Coursera(Certified)

2020

### Game design, Coursera(Certified), Michigan State University

2021

### Local Area Networks(CCNA 1), Metropolia

### Internetworks(CCNA2), Metropolia

### C Programming for Smart Systems , Metropolia

## ★ CUSTOM PROJECTS

### ○ European Youth Parliament (EYP)

2012 — 2014

*Worked in a highly multi-cultural environment where, firstly in Italy and later on in Belgium, I discussed important debatable current topic points affecting the European Union along with like-minded students from all over Europe.*

*This activity, which spanned over a few days and different venues, included team ice-breaking activities, brainstorming, debating in front of hundreds of people and chosen elected EYP committee.*

### ○ Zumo Robots

*Worked on configuring a zumo robot through constant calibration and testing. The goal was to have the robot independently run through a track it had never ran through before via the robots proximity and visual sensors. This project enabled me to understand the usefulness of microcontrollers and how to calibrate and test them.*

*I was personally in charge of motor calibration/testing and Zumo programming.*

### ○ Android App

*Worked on a mobile app. using Android Studio and a ThingSee IoT device for the purpose of calibrating the sensors and collecting various types of data (i.e. temperature, humidity, luminosity,*

*I personally was in charge of documentation and User interface.*