Emanuele **Fianco**

Computer Engineer

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Education

Istituto di Istruzione Superiore Luigi di Savoia   *Rieti, Italy*

HIGH SCHOOL DIPLOMA IN ACCOUNTING   *Sept 2007 - June 2012*

• Business economy, Civil right, Commercial law, Private law, Political sciences, Financial sciences

University of L'Aquila   *L'Aquila, Italy*

BACHELOR'S DEGREE WITH HONORS IN COMPUTER ENGINEERING   *Sept 2012 - Oct 2015*

• Good knowledge of math disciplines
• Computer architectures, Operating Systems, Web programming and Object Oriented Programming, Database, Electronic systems, Signal analysis and Signal processing, Theory of Systems and automated control, Telecommunications networks

University of Cergy-Pontoise / Ensea   *Cergy-Pontoise, France*

MASTER RECHERCHE SYSTEMÈS INTELLIGENTS ET COMMUNICANTS - INTELLIGENCE ARTIFICIELLE ET ROBOTIQUE   *Sept 2016 - Sept 2017*

• Digital images processing, Artificial Intelligence, Optimization, Intelligent Systems, Data-mining, Image Indexing, Natural and artificial vision, Robotics and bio inspired control, Adaptive learning

University of L'Aquila   *L'Aquila, Italy*

MASTER'S DEGREE IN COMPUTER AND AUTOMATIC ENGINEERING   *Sept 2015 - Dec 2017*

• Software Engineering, Algorithms Engineering, Interactive systems, Combinatorics and Cryptography, Digital electronic systems, Linear optimization, Responsive Web Design, Advanced telecommunications networks

Skills

Programming	Java, PHP, C/C++, Python, Javascript, SQL, SPARQL
Mark-up Language	XML, HTML, LaTeX
Modeling Language	UML
Framework	Hibernate, Bootstrap
Development IDE	JetBrains Suite, Eclipse, NetBeans, Sublime Text,Etc
DMBS	MySql, PostgreSQL, Virtuoso DBMS Engine
Networking	Managing and Maintaining the Servers, PC's, Routers and Switches. Configuring, Managing and Maintaining Networking Equipments Cisco CCNA Routing and Switching certification Part 1: Installing, configuring and administering network technologies
Methodology	Excellent Knowledge in Software Engineering and Design Pattern (GOF Pattern), Agile methodology, RUP, SCRUM. Advanced use of UML with profiling. In-depth knowledge of the main architectural patterns: MVC, MVP, ER, Client-server, Layered.
Operating Systems	Windows, Linux, MacOSx
Languages	Italian (mother tongue), English (B2 level)
Other	Principles of responsive web design

Project experience

University of L'Aquila Project   *L'Aquila, Italy*

IMPLEMENTATION, WITHOUT FRAMEWORK, OF A WEB APPLICATION (POSTIT)   *May - July 2015*

• Responsible for the server side application

University of L'Aquila Thesis   *L'Aquila, Italy*

EMULATED MANET NETWORK SCENARIO WITH EMANE (THESIS)   *June - Oct 2015*

• Implementation of all emulated scenario
• Experimentation and extraction of interesting parameters like signal power of all nodes, etc.

University of L'Aquila Project

L'Aquila, Italy

Making an interactive social network for elders (EasyFB)

Oct 2015 - Feb 2016

- Realization of an interface customized for the elderly

University of L'Aquila Project

L'Aquila, Italy

Cryptography and cryptanalysis project based on RSA Algorithm

Mar - July 2016

- Implementation of RSA Algorithm
- Implementation of cryptanalysis algorithm called Wiener's attack

University of L'Aquila Project

L'Aquila, Italy

Making a video-game in Java (TankWar)

Jan - July 2016

- Responsible for the client-server interface of the game
- Responsible for server architecture

ENSEA Project

Cergy-Pontoise, France

Literal to Literal relations alignment model

Jan - Mar 2017

- Use of Virtuoso DBMS Engine to store all DbPedia and Yago Knowledge bases
- Implementation of relation alignment model in Java through the use of virt-jena library to interact with Virtuoso

University of L'Aquila Thesis

L'Aquila, Italy

Shortest-path algorithms in dynamic large-scale networks (thesis)

Mar - Dec 2017

- Study of the *Pruned Landmark Labeling* and its dynamic extensions (*incremental* and *decremental* algorithms)
- Implementation of a solution in the case of two consecutive edges removals (*decremental batch*)
- Implementation of an alternative solution for the *decremental* problem that is more suitable as a base to solve the general *decremental batch* problem
- Implementation of an algorithm that is able to handle the case of removal of two random edges in the graph

Organizational and management skills

Problem Solving, Flexible adaptation to new situations, High speed in learning new technologies, Adoption of iterative development techniques, Team working, Great desire to grow professionally.