



Federico Macchi

SOFTWARE ENGINEER
UI & UX DESIGNER

CONTACTS

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SKILLS

PROGRAMMING LANGUAGES & FRAMEWORKS

Advanced Javascript (NodeJS, React).

1+ year experience with Python, Java, HTML5,

CSS3, Wordpress, Git, NPM, SikuliX, Windows.

Currently working with C++ and C#

USER-CENTERED DESIGN TECHNIQUES

Usability Evaluation, User Research, Personas,

Participatory Design, Rapid and Hi-Fi Prototyping

(Axure RP, Adobe XD).

OTHER

Teamwork, good communication, and pitching

skills. Fast learner. Agile working.

Experience with the MS Office Suite, Adobe

Illustrator & InDesign. Advanced with Photoshop

and Adobe XD.

LANGUAGES

ITALIAN

Native

ENGLISH

Full professional proficiency (C2)

SPANISH

Limited working proficiency

ABOUT ME

I like to get my hands dirty building and testing devices of any sort; I have a team-oriented mentality and love co-operating with others sharing ideas, insights, and knowledge. Indeed, I participated in many hackathons and other coding challenges.

I am interested in Software Development/Engineering, but also in UIs, XR, and UX.

I am very passionate about space, aerospace, videogames, cooking, and learning new things, especially foreign languages.

I am currently working as an Aerospace Software Engineer at TXT Group, working on next-gen helicopters, prototypes, and flight simulators.

WORK EXPERIENCE

Aerospace Software Engineer @ TXT GROUP

Fulltime | From November 2020

I am an aerospace software engineer in the Training & Simulation Area, Aerospace/Defence sector. My main tasks include customer support (bug solving, product customization), improving current products with new features, and developing new ones for future customers and internal use. Currently, I am working on the AW139/AW169/AW189 flight simulators and two confidential projects.

HMI Testing Engineer @ LEONARDO COMPANY

Intern -Thesis Worker | May 2020 - October 2020

For my Master's Thesis and Apprenticeship, I have developed a Testing Suite (with CI/CD integration) to automate map-based GUI Testing. Based on the results achieved, I wrote my Master Thesis and a paper, accepted by the 28th IEEE FRUCT Conference (Moscow, Russia, 27-29 January 2021, DOI: 10.23919/FRUCT50888.2021.9347592)

SOFTWARE ENGINEER @ MONKEYCUBE SRL - MILAN

Intern | March 2018 - December 2018

Co-developed a cross-platform application (Windows, macOS, Linux) to determine the best positioning of television antennas to optimize the covered area employing a modern stack: ReactJS, NwJS, ThreeJS, and Semantic UI.

My roles included discussing the software architecture, implementing features, and peer-reviewing the code of my colleague.

IT TECHNICIAN & EMPLOYEE @ PSA&CF SRL - VARESE

Part-time | 2015 - 2017

PSA&CF is a small company that organizes scientific events (100+ participants) and workshops for medics and other medical professions.

I actively organized and advertised events via email, telephone, and through the company website. I created and updated the company website, designed graphics, and materials for the events. I was the main point of contact for all the IT/tech-related stuff in the office, including maintenance and purchasing of software and equipment.

FREELANCER FULL-STACK DEVELOPER

2014 - 2018

Ideated and developed/improved websites based upon customers' needs & requests, using mainly CMS (WordPress/Joomla) or modern stacks (React, NodeJS, MongoDB). Performed user research to improve usability and UX, optimized SEO, and branding.

EDUCATION

AALTO UNIVERSITY & UNIVERSITY OF TRENTO

21 October 2020 & 23 November 2020 | EIT Digital Double Degree Program

MSc. in Human-Computer Interaction and Design (Department of Computer Science).

Minor in Innovation & Entrepreneurship. Graduated with honors from both Universities.

POLITECNICO OF MILAN

September 2013 - July 2018

BSc. in Engineering of Computing Systems.