

# Federico Cristiano Bruzzone

SOFTWARE ENGINEER · SOUND ENGINEER · PIANIST

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🏠 Personal Website

“I believe **lifelong learning** from every source is essential and **critical thinking** helps filter out what is wrong“

## Summary

- I am a Software Engineer, as a philosophy of life I need to learn anything, the topic is not important, because I need to increase my knowledge.
- I am a very creative person, starting from every concept I always look for innovation to improve it.

## Projects

### SpaceTradersApiConqueror [↗](#)

**Python** Language, meta-programming, algorithm development

Open source project

October 2022 - Present

- Development of algorithms for automating winnings in spacetraders.io. (i.e., Travelling Salesman Problem, Shortest paths Problem ...)

### Clementine [↗](#)

**Rust** Language, Assembly, Bit Manipulation, CPU Instruction

Open source project

September 2022 - Present

- The goal of the project is to understand how GameBoy Advance works and to create a modern emulator written in Rust

### Sossoldi [↗](#)

**Dart** Language, Flutter, MySQL, SQLite

Open source project

September 2022 - Present

- The goal is to create Wealth management app, both for Mobile and Desktop, and executable on any OS

### Intellectual Property and Digital Right Management for IEEE1599 [↗](#)

**Solidity** Language, Blockchain Ethereum, web3.js, node.js

Thesis project

January 2022 - September 2022

- The goal is to write Smart Contract to protect the IP of the participants in the creation of the IEEE1599 file and apply DRM

### My Blog [↗](#)

**Python** Language, Django, JavaScript, HTML, CSS

My project

May 2022 - September 2022

- A complete blog to write my thoughts. This project allowed me to learn Django framework and apply design patterns

### My Gallery Photo [↗](#)

**Java** Language, Spring, Spring Boot, MySQL, SQL

My project

May 2022 - September 2022

- A photo gallery to store my favorites. This project allowed me to learn Spring framework and apply design patterns

### Shimmer VST3 [↗](#) Chorus VST3 [↗](#)

**C++** Language, JUCE

University projects

March 2022 - September 2022

- Shimmer is an algorithmic reverb designed. The chorus effect is one of phase modulation effects. This effect compiles with the standard VST3

## Education

### M.Sc. in Computer Science

UNIVERSITY OF MILAN

Milan, Italy

September 2022 - Present

- **Main courses:** Advanced programming, Advanced programmin techniques, Algorithms and Complexity, Architecture for Big Data

### B.Sc. in Computer Science

UNIVERSITY OF MILAN

Milan, Italy

September 2019 - October 2022

- **Main courses:** Programming, Database, Web Programming, Algorithms and Data Structure, Operating system

### Blockchain development

UDEMY

Remote, Milan, Italy

January 2022 - March 2022

- this course taught me smart-contract oriented programming, how to code in Solidity and blockchain infrastructure.

### Piano and Music Composition

CONSERVATORY OF NOVARA

Novara, Italy

September 2011 - July 2019

## Experience

### Technical Writer

MEDIUM [↗](#) - SELF-EMPLOYED

Milan, Italy

November 2022 - Present

- I write technical articles about **OOP**, **design patterns** and **reflexive code**. Aspect oriented programming is coming soon.

### Research And Development

UNIVERSITY OF MILAN [↗](#)

Milan, Italy

January 2022 - September 2022

- Research & development for the **IEEE1599** format, studying **intellectual property**, **DRM** and **blockchain**

### Sound Engineer

SELF-EMPLOYED

Milan, Italy

July 2020 - Present