Federico Cristiano **Bruzzone**

SOFTWARE ENGINEER · SOUND ENGINEER · PIANIST

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*"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.
• I'm currently reading **Design Pattern - Elements of Reusable Object-Oriented Software**
• I'm currently learning **Java Bytecode Engineering**, **Aspect-Oriented Programming**, and **Python internals**

Projects

SpaceTradersApiConqueror ↗   *Open source project*

Python Language, meta-programming, algorithm development   *October 2022 - Present*

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

Clementine ↗   *Open source project*

Rust Language, Assembly, Bit Manipulation, CPU Instruction   *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 ↗   *Open source project*

Dart Language, Flutter, MySQL, SQLite   *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 ↗   *Thesis project*

Solidity Language, Blockchain Ethereum, web3.js, node.js   *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 ↗   *My project*

Python Language, Django, JavaScript, HTML, CSS   *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 ↗   *My project*

Java Language, Spring, Spring Boot, MySQL, SQL   *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** ↗   *University projects*

C++ Language, JUCE   *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   *Milan, Italy*

UNIVERSITY OF MILAN   *September 2022 - Present*

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

B.Sc. in Computer Science   *Milan, Italy*

UNIVERSITY OF MILAN   *September 2019 - October 2022*

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

Blockchain development   *Remote, Milan, Italy*

UDEMY   *January 2022 - March 2022*

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

Piano and Music Composition   *Novara, Italy*

CONSERVATORY OF NOVARA   *September 2011 - July 2019*

Experience

Technical Writer   *Milan, Italy*

MEDIUM ↗ - SELF-EMPLOYED   *November 2022 - Present*

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

Research And Development   *Milan, Italy*

UNIVERSITY OF MILAN ↗   *January 2022 - September 2022*

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

Sound Engineer   *Milan, Italy*

SELF-EMPLOYED   *July 2020 - Present*