



CONTACT

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🔗 francescob97.github.io

EDUCATION

POLYTECHNIC UNIVERSITY OF TURIN

2020 - 2023

M.S.C. in Computer Engineer

- Final Grade: 103/110
- Thesis: Virtual equine respiratory endoscopy system for educational applications

POLYTECHNIC UNIVERSITY OF TURIN

2016 - 2020

B.S.C. in Computer Engineer

SKILLS

- Unreal Engine & Unity
- C
- C++
- C#
- Javascript
- Python
- Git
- Windows & Linux
- Database Management & SQL
- OpenCV

PORTFOLIO

FRANCESCO BONINI

PROFILE

Dedicated and enthusiastic engineer with strong academic achievements, eager to learn new skills and information. Provides hands-on experience in building, testing, and deploying scalable and modular software products. Organised and hardworking team player. Learns quickly and brings advanced software abilities.

WORK EXPERIENCE

SYSTEM ENGINEER

MAY 2024 - PRESENT

SSE - LEONARDO | TURIN, ITALY

- Troubleshoot and resolved all arising technical issues related to systems.
- Worked closely with customers, internal staff, and other stakeholders to determine planning, implementation, and integration of avionics and aeromechanical systems with simulation software.
- Prepared and configured systems for testing.
- Wrote and maintained custom scripts to increase system efficiency and performance time.
- C++, React TypeScript, and C#.

SOFTWARE ENGINEER

MAY 2023 - OCT 2023

ALTEN - LEONARDO | TURIN, ITALY

- Developed graphical interfaces in C++ and Qt for the EFA simulator.
- Managed control tower software, adding features and fixes for the IOS (platform for creating new training missions) and DBS (recorded mission display system).
- Debugged and modified software components to fix bugs.
- Analyzed and interpreted user requirements to guide software development.
- Collaborated with other developers to identify and alleviate software bugs.

LANGUAGES

ITALIAN

Native

ENGLISH

Upper Intermediate (B2)

IELTS certification