

Matteo Di Fabio

Software Engineer



8 April 1995 Turin, Italy





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Frequel



/in/matteo-di-fabio

About me

Young professional with a keen interest in technology, music, video games, sports and travel. Develops from early on a strong interest in technology that led him to undertake the course of studies in Software Engineer at the Polytechnic of Turin, during which he did two internships in which he began to understand the world of work of Software Developers. Driven by his strong interest in IT and technology at the end of his studies, he decided to pursue the Cybersecurity Engineer career path. Currently working in the automotive world, he wants to explore other fields and is looking for the right opportunity to show both his skills and enthusiasm. Quick learner, fast thinker, creative talented, great team worker and effective problem solver with a remarkable sense of adaption. Experiences abroad enable a wider sense of perspective over issues which lead to strong organizational capabilities and result-driven attitude. Known for honesty, integrity and taking ethical obligations quite seriously. Time flexibility will ensure that organizational needs are met.

Experience

since May 2023

DriveSec

Torino – Italy

Software Engineer. Design and developing of WeSeTh framework:

- Developing Weseth, an infrastructure for automating remote IoT penetration tests using TypeScript, Rust, Go, and Docker.
- Implement cloud services with AWS and manage version control with Bitbucket.
- Focus on creating scalable, efficient solutions to enhance IoT security testing.

Mar 2022 - May 2023

FPT Industrial

Torino – Ita

Cybersecurity Engineer. Design of eAxle TCU Cybersecurity:

- Facilitate interactions with customers and suppliers to define and implement cyber security goals and requirements, support internal design and verification activities and collaborate with cross-functional teams, including functional safety and FMEA teams, throughout product development.
- Review deliverables and workproducts to assure FPT Industrial requirements are supported
- Coach engineering teams on cyber security topics and best practices
- Actively participate in cybersecurity workgroups, as assigned, to support development or improvement in processes.

Feb 2022 - May 2023

MCA Engineering

Torino - Italy

Jun 2021 - Mar 2022

Software Engineer consultant.

Marshmallow Games (Internship)

Bari – Italy

Development of open-ended dynamics with the aim of creating an interaction system between game objects for the creation of applied games that aim at STEM education for children.

- Unity 3D + C#, Unity Canvas, Unity 2D
- Drag & Drop design
- · Interaction system between objects
- Playable Demo Game

Oct 2017 - Mar 2018

Ubiatar (Internship)

Torino – Italy

Developing feature for the Android Ubiatar app using react native and FFmpeg framework and javascript programming language.

- Research and application for a double connection via android smartphone (Wi-Fi -> GoPro, Data-> Internet)
- Management of the app notification system (front end
 JS+React Native)

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Language Education 2018 - 2022 Master's Degree in Software Engineering Politecnico di Torino - Italy English 2020 - 2021 International extra UE program UNICAMP - University of Campinas - Brazil Portuguese 2014-2018 Bachelor's Degree in Computer Engineering Politecnico di Torino - Italy Spanish 2009-2014 High School Diploma P.N.I. Liceo Scientifico Leonardo Da Vinci Pescara - Italy (*)[The language scale is from 0 (Fundamental Awareness) to 5 (Native/C2).] Computer Skills Soft Skills Operating System Flexibility Adaptability Windows **Problem-Solving** GNU+Linux (Debian&Ubuntu Distros) Empathy Integrity Programming Language Organization Critical Thinking C++ Teamwork C#

Python

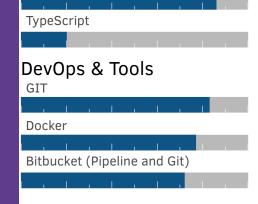
Rust

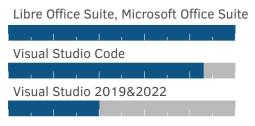
Bash

SQL Open Cypher Cloud Services AWS EC2 AWS S3 AWS Lambda AWS IoT Core AWS Neptune **AWS ECR**

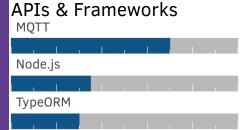
Query Languages

108/110





AWS DynamoDB



Others

ECDL Full Standard, PC Hardware assembly and configuration skills.

Previous Experience

Java, PHP, 8086 Assembly, Arduino, Cup Parser, JFlex scanner, ARM Assembly (Cortex-M3), JavaScript, Code::Blocks, Eclipse, OBS Studio, Matlab, Unity3D, OpenGL, GLSL, FFmpeg, WINAPI32, LinuxAPI, React Native

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Interests

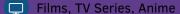
Volunteer

- Scouts (AGESCI)
- Village Festivals

Agonistic Sports

- Rugby 2008 2014
- Football (Socc.) 2001 2009

Hobbies





Music
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Travel

Videogames

Trekking

University Projects

@ UNICAMP University of Campinas - Brazil

Snake RL - 2021

- Teamwork
- Reinforcement Learning Agent playing the game "Snake" with different approach (Monte-Carlo, Sarsa, Q-learning, DQN, A2C) - link

Affective Computing article on medium - 2020

- · Writing an article on affective computing to be published in a medium
- Should we replicate the human mind? link

Cyber Security Experiments - 2020

 Cyber Security assignment that requested to practice with MITM, Brute force, HTTP Dissector, Data Injection and others kind of cyber-attack developed in C and Python.
 link

Detection, tracking and location of runways on visual approaches - 2020

- Teamwork
- Given a picture of a flight landing approach, identifies and isolates the runway in question and detect the airplane position from it. link

@ Politecnico di Torino - Italy

Handicap lift platform - 2020

• Program for the LandTiger Board that permits to reproduce the behaviour of the elevator using C and ARM Assembly - link

LaTazza - 2019

- Teamwork
- LaTazza is a desktop application that helps employees in a work environment to manage the sale and the supply of coffee and other beverages capsules. link

Flight ticket booking website - 2019

 Website to manage the booking system of a flight using HTLM, CSS, JavaScript, PHP and SQL. It includes the developing of the database, login and registration system and the web interface. - link

Wine Company - Information system analysis - 2018

- Teamwork
- Information system project where we modeled the Business/Information system brought introducing IoT resources in a wine company.

Personal Projects

Wake On Lan Bridge

Create a bridge using an ESP32 (or ESP8266) that can send Wake-on-LAN (WOL)
magic packets to specific devices on your local network. The bridge can be controlled using Alexa voice commands or a Telegram bot, enabling you to remotely
wake your computers or other devices. - link

LaTeX CV

My personal fork of a project to build a CV using LaTeX - link

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