



GIUSY ANNUNZIATA

Computer Science Master's Doctor

Job Applied For

I am currently a MSc student of Computer Science with an interest in software engineering, testing and artificial intelligence. I am applying for a PhD position where I can take part in projects that match my own interests.

Research Interests

My research interests lie in software engineering and aspects of software management and maintenance. In particular, aspects of testing, risk management, gamification and artificial intelligence applied to SE.

Certificates

PMBOK: Certificate of participation in a management course on the PMBOK areas.

Work Experience

16/06/2022 Tutor for students with disabilities and DSA in cooperation with the
16/12/2022 University of Salerno.

EDUCATION AND TRAINING

Master's Degree in Computer Science

Curriculum Software Engineering & IT Management

University of Salerno, Fisciano (Italy)

- Final Grade: 110/110 Cum Laude
- Thesis Topic: Serious Game for Risk Management
 - Supervisor: Prof. Filomena Ferrucci, Prof. Fabio Paloma, Dott. Stefano Lambiase
 - Description: This thesis aims to analyze whether applying Risk Management through simulation and gaming improves learning. Software for the realized methodology will be implemented, and an empirical evaluation of the product will be conducted.

Bachelor's Degree in Computer Science

University of Salerno, Fisciano (Italy)

- Final Grade: 94/110
- Thesis Topic: Use of Photon in Unity to realize a Multiplayer game.
 - Supervisor: Prof. Andrea Francesco Abate, Prof. Ignazio Passero
 - Description: Using the Photon plugin in Unity, it is possible to synchronize the behavior between two or more players and simulate the practices of a multiplayer game.

PERSONAL SKILLS

Organisational / Managerial Skills

Project Management and Scheduling

My experience with software project management during my studies allowed me to improve how I handle and schedule my work, and at the same time to toughen me up to overcome critical deadlines.


Problem Solving


My experience in software project management has been very important, showing me that I am able to remain calm even in the most critical situations, such as approaching deadlines.

TeamWorking

I have often worked in teams, and thanks to my open and helpful personality I create a friendly and serene environment in which it is pleasant to be productive.


CONTACT


 Via Vincenzo Gemito N15, CAP 80039, Saviano (NA)

 (+39) 389 79 76 485

 giusy.annunziata@libero.it

 <https://www.linkedin.com/in/giusy-annunziata>

 <https://github.com/GiusyAnn>

 <https://giusyann.github.io>

SEX Female

Date of Birth 16/10/1998

Nationality Italian

PROFILE

I am a cheerful and always helpful girl, but when it comes to achieving goals I can be very stubborn. At work I consider myself innovative, creative and professional. I am always willing to work in a team and socialise with new people. I am not afraid of new challenges and I am always ready to take on them, working hard to fill in any gaps and get the job done.

LANGUAGES

Italian - Mother tongue(s)

English

Listening - B2

Reading - B2

Spoken interaction - B2

Spoken production - B2

Writing - B2

DRIVING LICENCE – B

HOBBY

Outside of work, I love to spend time reading, watching TV series/movie/ anime or reading books/manga. I am very passionate about photography, which is why I also learned to use photoshop (self-taught), I especially love taking walks and photographing landscapes.

REFERENCES

Referee #1:

Filomena Ferrucci

Software Engineering Lab Department of
Computer Science University of Salerno
Via Giovanni Paolo II, 132
84084 Fisciano (SA) – ITALY

E-mail: fferrucci@unisa.it

URL: <https://docenti.unisa.it/001775/home>

Referee #2:

Fabio Palomba

Software Engineering Lab Department of
Computer Science University of Salerno
Via Giovanni Paolo II, 132
84084 Fisciano (SA) – ITALY

E-mail: fpalomba@unisa.it

URL: <https://docenti.unisa.it/027888/home>

Referee #3:

Dario Di Nucci

Software Engineering Lab Department of
Computer Science University of Salerno
Via Giovanni Paolo II, 132
84084 Fisciano (SA) – ITALY

E-mail: ddinucci@unisa.it

URL: <https://docenti.unisa.it/029186/home>

PROCESSING OF PERSONAL DATA

I give consent to process my data with the purpose of the recruitment process, in accordance to the Regulation of the European Parliament 679/2016, regarding the protection of natural persons and free movement of such data

Giusy Annunziata

Communication skills

Communication

During my university career, and also thanks to my personal experiences, I was able to participate in the development of many university projects, having the opportunity to develop interpersonal relationships and teamwork. The experiences that helped me the most was my position as a representative of the Didactic Council of the Computer Science department, through which I was able to communicate directly with professors and also with all students who needed support and advice.

Leadership e Mentoring

During projects I always try to identify an effective process and for that I often am put in charge to lead the team. Due to my communication skills and personality, I am often seen as the ideal person to ask for advice on unclear concepts.

Job-related skills

Excellent Knowledge

Main concepts for the development, maintenance and management of software projects, with related development and maintenance models and best practices to be implemented, learned from the Software Engineering, Software Project Management and Engineering, Maintenance and Project Management examinations.

Good Knowledge

Descriptive statistics and inferential data statistics learnt in the Statistics and Data Analysis course;

Based Knowledge

Intelligent agents, machine learning and natural language processing techniques learnt in the Artificial Intelligence course.

Technology skills

Excellent Knowledge

Back-end development using Servlet, JSP, AJAX, JSON
Front-end development of web applications using HTML5, CSS3, Bootstrap, JavaScript, Flutter;
Data-management: MySQL, MongoDB.

Good Knowledge

Programming Languages: C, Java, R, Latex, Dart;
Testing with JUnit, Mockito, Katalon;
Data-management: SPARQL, Firebase.

Skills about IDE Managements & Versioning Tools

IntelliJ IDEA, Visual Studio Code, Rider, R-Studio, Protégé;
Slack, Project Libre, Trello, Git, GitHub, OneDrive, GitLab;

Other Tools

Photoshop, Adobe XD, Word/Pages, Excel/Numbers, PowerPoint / Keynote, Microsoft Teams.

ACADEMIC PROJECTS

ScheduFire

(<https://github.com/GSSDevelopmentTeam/ScheduFIRE>), realised for the exam of Software Engineering. The goal of this project is to help the fire fighters to realise the schedule of work shifts. During the development of the project the framework Scrum was applied.

BattleShip

(<https://github.com/GiusyAnn/BattagliaNavale.git>), Thesis Project, developing with Unity and the Photon plugin to simulate the multiplayer experiences.

Nytro

(<https://github.com/sabato-nocera/nytro.git>), maintenance of the e-commerce Web Application Nytro, realized for the exam of Project Engineering, Maintenance and Management.

RiskOntology

(<https://github.com/GiusyAnn/RiskOntology.git>), an ontology built for examining the Intelligent Web, to show all risk management information taken from online resources.

EasyAid

(<https://github.com/C04-EasyAid/easyaid.git>), management of the project for the exam of Software Project Management. The goal of this project is to provide educational tutoring and exam support services for students with disabilities and DSA.

TSS - Trova Servizi Salerno

(https://github.com/GiusyAnn/TSS-Trova_Servizi_Salerno.git), Enterprise Mobile Application App, built with Flutter and Firebase. The aim of the app is to georeference social services in Salerno (using services offered by google maps).