

# Isaia Tonini

CS STUDENT · SOFTWARE ENGINEER

Via Roma 2/g, Tesero (TN), Italy

+39 320 383 9193 | isaia.tonini@gmail.com | isaiatonini.com | Isax03 | isaiatonini

## Education

### Bachelor's Degree in Computer Science

Trento, Italy

UNIVERSITY OF TRENTO (FINAL GRADE: 110/110)

Sep. 2022 - Jul. 2025

- Basic notions in calculus, statistics, computer science
- General: Networking, Cyber security, Databases, Computer Architectures, Software Engineering
- Programming: C++, Java, Assembly, Python, SQL, Web Stack (HTML, CSS, JS/TS), Rust

### Technical Institute Diploma, Informatics and Telecommunications

Bolzano, Italy

"GALILEO GALILEI" HIGHER SECONDARY EDUCATION INSTITUTE (FINAL GRADE: 96/100)

Sep. 2017 - Jun. 2022

- Basics of computer science, programming and electronics
- Programming: C++, Java, PHP, MySQL

## Work Experience

### Würth S.r.l.

Egna (BZ), Italy

FULL-STACK DEVELOPER

Jul. 2025 - Current

Development of full-stack solutions for internal company use.

### (Internship) Cherry Chain S.R.L.

Povo (TN), Italy

SOFTWARE DEVELOPER

Jul. 2024 - Nov. 2024

- Redesign and normalization of a database schema for a loyalty card management project for DAO.
- Reimplementation of key endpoints following UAT (User Acceptance Tests) using TDD (Test Driven Development) and DDD (Domain Driven Design) techniques.
- Development of Web APIs in Kotlin with Helidon for handling loyalty card subscription and data update operations.
- Use of Flyway for database migrations and versioning on a PostgreSQL instance based on the new schema.
- Design and development of the back-office UI used by DAO employees, utilizing HTMX and TailwindCSS, served by the Helidon server.
- Deepening of authentication concepts for future project developments.

### Sbriser SRL

Italy (Full Remote)

MINECRAFT MOD DEVELOPER

Mar. 2021 - Apr. 2021

- Development of mods for the videogame Minecraft with Java and Carpet Script (scarpet)
- Unloading game files to remote FTP server with Filezilla

### TheMark di Marco Totaro

Italy (Full Remote)

MINECRAFT MOD DEVELOPER

May 2020 - Jun. 2020

- Development of mods for the videogame Minecraft with MCreator, Java and Carpet Script (scarpet)

## Tech Skills

<b>Programming Languages</b>	Python, JavaScript/TypeScript, Java, C++, Kotlin, Rust
<b>Web Development</b>	HTML, CSS, Svelte/SvelteKit, Angular, Node.js, Spring Boot
<b>Database</b>	MySQL, PostgreSQL, Firebase Firestore
<b>Development Tools</b>	Git/GitHub/GitLab, Firebase, Vercel, Docker

## Projects

### Ticket Management System for "Festa di Primavera" (Spring Party)

Trento, Italy

GITHUB: FDP-APP

Jan. 2024 - Mar. 2024

- Designed and developed the web application for managing ticket sales and validation for the annual Spring Festival organized by C.U.S. Trento.
- Implemented responsive front-end features using SvelteKit, leveraging UI libraries such as Tailwind CSS and Flowbite for an optimized user experience.
- Developed back-end APIs and integrated Firebase for authentication and real-time database management, ensuring secure and seamless operations.

### PTZ Camera Remote Control

Trento, Italy

GITHUB: PTZ Vision

May 2024 - Sep. 2024

- Led the architecture design of the project, implementing the MVM pattern for scalability and maintainability.
- Developed intuitive and responsive UI/UX using Kotlin Jetpack Compose, with a focus on modular component separation.
- Integrated local data persistence for camera settings through Room Database (SQLite), enabling efficient and reliable cam management.

## Publications

- Extracted from my bachelor thesis

## Honors & Awards

---

Oct. 2019 **Honorable mention for the 2018/2019 school year – Autonomous Province of Bolzano** Certificate of merit issued by the Autonomous Province of Bolzano for the victory in the "Fabrizio Rocca" IT competition

*Bolzano, Italy*

## Languages

---

<b>Italian</b>	Native language
<b>English</b>	B2 (Cambridge First Certificate in English)
<b>German</b>	A2

*I authorize the processing of my personal data included in the CV in accordance with Article 13 of Legislative Decree No. 196/2003 - 'Personal Data Protection Code' and Article 13 of GDPR 679/16 - 'European Regulation on the protection of personal data'.*

*Isaia Tonini*