europass

Kevin Maggi

Date of birth: 02/07/1997 | **Nationality:** Italian | **Sex:** Male | **Website:** kevinmaggi.github.io |

LinkedIn: linkedin.com/in/makev97

ABOUT MYSELF

Computer Engineering graduate with a strong interest in Software Engineering and Software Architecture fields. Constantly driven by curiosity and enthusiasm to find innovative solutions to problems (even those that no one has noticed yet).

WORK EXPERIENCE

01/02/2024 – CURRENT Florence, Italy

SCHOLARSHIP RESEARCHER UNIVERSITY OF FLORENCE

Conducting a research project at STLab (Software Technology Laboratory) in collaboration with Fondazione Cassa di Risparmio di Firenze and School 42 in Florence with the aim of identifying factors that have a positive impact on education and training in the field of software engineering and programming.

Department Department of Information Engineering

EDUCATION AND TRAINING

2020 – 13/12/2023 Florence, Italy

MASTER'S DEGREE IN COMPUTER ENGINEERING University of Florence

My statutory curriculum has been designed to focus on Software Intensive Systems, delving into essential concepts such as software models and architectures that address the state-of-art development of complex information systems and management practices. The curriculum also covered the nuances of real-time and embedded systems, where dependability attributes, qualitative and formal correctness verification, and quantitative performance evaluation are critical.

Field of study Inter-disciplinary programmes and qualifications involving Information and Communication Technologies (ICTs), Software and applications development and analysis

Final grade 110/110 Cum Laude | **Level in EQF** EQF level 7 | **National classification** 7 | **Type of credits** ECTS |

Number of credits 120 | **Thesis** Analysis of the Evolution of Code Technical Debt in Microservices Architectures

2016 – 12/06/2020 Florence, Italy

BECHELOR'S DEGREE IN COMPUTER ENGINEERING University of Florence

The course provided a solid theoretical and practical foundation in Computer Engineering, focusing on mathematical and systems-oriented methodologies, rooted in abstraction, formal methods, algorithms, modeling approaches, and problem-solving techniques. The curriculum covered ground concepts for the development of information processing applications, including multimedia software, information systems, web applications, embedded software components, and scientific computing.

Final grade 107/110 | **Level in EQF** EQF level 6 | **National classification** 6 | **Type of credits** ECTS | **Number of credits** 180 |

Thesis Design and development of a software component for the derivation of Petri preemptive models from specific timeline

2011 – 04/07/2016 Prato, Italy

UPPER SECONDARY EDUCATION DIPLOMA "N. Copernico" Scientific High School

The program provided a comprehensive education with a focus on developing strong analytical and problem-solving skills by emphasizing scientific and mathematical subjects while incorporating humanities to foster critical thinking skills.

Field of study Scientific Lyceum | **Final grade** 95/100 | **Level in EQF** EQF level 4 | **National classification** 4 |

Thesis The atom. From philosophical theories to scientific evidences

LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	C1	B2	B1	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

PUBLICATIONS

2024

CLAIM: a Lightweight Approach to Identify Microservices in Dockerized Environments

K. Maggi, R. Verdecchia, L. Scommegna, E. Vicario, in proceedings of the EASE, 2024

2024

Learning Programming without Teachers: An Ongoing Ethnographic Study at 42

N. Pollini, K. Maggi, R. Verdecchia, E. Vicario, in proceedings of the LEARNER, 2024

2023

Technical Debt in Microservices: A Mixed-Method Case Study

R. Verdecchia, K. Maggi, L. Scommegna, E. Vicario, in post-proceedings of the ECSA, 2024

PRESENTATIONS

21/06/2024

Learning Programming without Teachers: An Ongoing Ethnographic Study at 42

Presentation of the publication entitled "Learning Programming without Teachers: An Ongoing Ethnographic Study at 42" at the *Workshop on evaLuation and assEssment in softwARe eNgineers' Education and tRaining (LEARNER)*, Salerno (Italy)

18/06/2024

CLAIM: a Lightweight Approach to Identify Microservices in Dockerized Environments

Presentation of the publication entitled "CLAIM: a Lightweight Approach to Identify Microservices in Dockerized Environments" at the *International Conference on Evaluation and Assessment in Software Engineering (EASE),* Salerno (Italy)

INVITED TALKS

08/10/2024

Beyond Software Engineering Classrooms: An Ethnographic Study at 42 Florence

The impact of School 42's teaching method on students' learning of concepts related to programming and software engineering.
Talk at the event "Impact Day: two years of 42 in Florence" organized by Fondazione Cassa di Risparmio di Firenze.

CONFERENCE AND WORKSHOP ATTENDANCE

17/06/2024 – 21/06/2024

28th International Conference on Evaluation and Assessment in Software Engineering (EASE 2024)

co-located with EASE 2024

21/06/2024

2nd Workshop on evaLuation and assEssment in softwARe eNgineers' Education and tRaining (LEARNER 2024)

NETWORKS & MEMBERSHIPS

2023 – CURRENT Italian Basketball Federation

Regional Basketball Table Official

For more than 10 years in basketball, now as a table official. The table official's duties concern managing the game and shot clocks and maintaining the score sheet and stats. Effective collaboration from both sides is essential to ensure fair competition and compliance with game procedures.

2014 – 2023 Italian Basketball Federation

Regional Basketball Referee

Ten years of experience as referee officiating over 600 games across various levels, including youth and senior championships. The referee's responsibilities include enforcing game rules and managing on-court situations sensibly.

PROJECTS

2016 – 2021

Suole di Gauss

Creation and maintenance of a web platform for the real time management of training races for the Mathematic Olympics.

2013 – 2016

Italian Mathematical Olympiads

Active participation in the Italian Mathematical Olympiad during high school years, competing in individual and school-team events, reaching twice the national team final. Team competitions involve tackling complex mathematical problems collaboratively under strict time constraints, requiring strategic division of tasks and effective communication to develop the most advantageous team strategy. These contests combine creativity, logical reasoning, and teamwork, offering a challenging and engaging problem-solving environment.

DIGITAL SKILLS

Digital Skills - Test Results

Information and data literacy	**ADVANCED**	Level 6 / 6
Communication and collaboration	**ADVANCED**	Level 6 / 6
Digital content creation	**ADVANCED**	Level 6 / 6
Safety	**ADVANCED**	Level 6 / 6
Problem solving	**ADVANCED**	Level 6 / 6

Results from a self-assessment based on The Digital Competence Framework 2.1

DRIVING LICENCE

Driving Licence: B