


# Matteo Calvanico


Software Developer Enthusiast

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## Contacts

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## Skills

- **Languages:** Java, JavaScript, TypeScript, C89, C#, Kotlin, Python, SQL
- **Framework/Library:** Vue, React, Bootstrap, TensorFlow, Scikit Learn, Pandas
- **Tools:** Visual Studio, Android Studio, Google Cloud Console, Git

## Education

Bachelor Degree in Tecnologie dei Sistemi Informatici Cesena - Italy  
Alma Mater Studiorum University of Bologna 2022 - Today

- **Currently underway**

IT expert diploma - Diploma da perito Informatico Cesena - Italy  
I.T.T. Blaise Pascal 2017 - 2022

- **Inherent skills:** beginning of the development of the first skills regarding IT and programming, project management and network systems.
- **Transversal skills:** strong mathematical preparation and developed marginal skills in electronics.

## Uni project

Game Vault University of Bologna  
05/2024 - 06/2024

Android app for tracking your game collection, with the possibility of rating and search

- **API:** the search for games is done via public APIs, which provide all the necessary information about the game to then be shown to the user; the returned *Json* files were handled via *Moshi* and *Retrofit*.
- **Database:** *Room* was used to save information persistently.
- **Play Store:** the application has been tested by 20 testers and approved by Google, it is now available for download directly from the *Google Play Store*.

GetEat University of Bologna  
12/2023 - 01/2024

Web app for managing a restaurant, with the possibility of purchasing products for users and managing them by the admin

- **Multi-technology:** the web app was created using the *Vue.js* framework, using *TypeScript* and *Scss*; and with the use of *Express.js* to manage calls to the relational DB created via *SQL*.
- **Modularity:** the application was first divided into *Front-end/Back-end* and then moved on to an even greater division into modular files within each part.
- **Authentication:** the application includes a registration and login part with control of the various permissions, thus hiding the administrator part from basic users
- **Accessibility:** the goal was not only to have a functioning application but also to have a *responsive* and above all *accessible* web app.

Desktop application in Java that simulates some casino games, such as *Blackjack*, *Roulette* and *dice*

- **MVC:** to make the project less complex and facilitate easy modification and testability, it was decided to use the *Pattern Model-View-Controller*, dividing the presentation part from the data part, guaranteeing communication between the two via the controller.
- **Collaboration:** the project is developed together with two other colleagues, this allowed us to have a first taste of team work, leading to dividing the work equally, *communicating* and *discussing* what to do *on a regular basis* via virtual calls and helping us in case of difficulty.
- **Test-Driven Development:** a crucial part of the project was to carry out periodic and automated tests to ensure that each part works correctly, this was possible thanks to *JUnit*.
- **Gradle:** To automate the compilation and execution of tests we used *Gradle*, which was also very useful for managing dependencies.