Michele **Benedetti**

SOFTWARE ENGINEER · MOBILE DEVELOPER

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Education

Unicam (University of Camerino)
Camerino, Italy

M.Sc. IN COMPUTER SCIENCE AND INFORMATION SYSTEMS ENGINEERING — *Gen. 2021 - Dec. 2023*

- Advanced knowledge and expertise of Agile project management methodologies, including Scrum and XP adopted through Software Project Management course.
- Covered key areas of Software Engineering, Project Management, IoT and Big Data manipulation.
- Gained expertise in Project Management and Business Process through BPMN modelling.
- Master Thesis about the integration of BIM model and IoT technology enabling Digital Twin to improve decision-making and enhance monitor capabilities

MDU (Mälardalen University)
Västerås, Sweden

M.Sc. IN COMPUTER SCIENCE (EXCHANGE STUDENT) — *Aug. 2022 - Feb 2023*

- Applied Scrum methodology among a distributed and multicultural team in order to develop a high-quality product that competed in the SCORE competition at the ICSE 2023 Conference, during the Distributed Software Development course
- Adopted Systematic Mapping Studing approach on SDN technology as a final project for Industrial Systems in Cloud Computing course
- Completed the course on Software Verification and Validation gaining expertise in various test techniques, software reliability modelling as well as testing processes and automation tools.

Unicam (University of Camerino)
Camerino, Italy

B.S. IN INFORMATICS — *Oct. 2017 - Gen. 2021*

Completed bachelor's degree in Informatics, covering key areas such as Algorithm and Data Structures, Advanced Programming, Database Management, Web and Mobile Applications, and Operating Systems.

Work Experience

App&Up s.r.l.
Remote, Italy

MOBILE DEVELOPER - FLUTTER — *March 2022 - Current*

- Building a Mobile App using Flutter and Firebase suites for a fintech startup (WINii), that aims to promote financial empowerment.
- Implemented and integrated debt repayment algorithms (Avalanche and Snowball), allowing interest reduction achievements
- Adopting a Scrum methodology for project management and collaborating with designers through Figma to develop the app's features and UI.
- Performing Unit Testing to ensure the app meets technical and functional requirements.

App&Up s.r.l.
Remote, Italy

WEB DEVELOPER — *June 2023 - Oct 2023*

- Developed a Web CRM using the stack Next, React and Supabase suites for a startup based in Rome, that aims to build a chain of beauty salons.
- Adopting App Route and Server Components pattern in NextJs, improving data load performances and ensuring data consistency.
- Implemented custom PGSQL functions and relative triggers to define seamless CRUD operation reducing by 30% query response time.
- Adoption of Drizzle ORM to query the Postgres database in a secure and type-safe manner.

Enjoy Salad s.r.l.
Remote, Ancona - Italy

MOBILE DEVELOPER - FLUTTER — *Nov. 2020 - Aug. 2021*

- Designed and built an E-Commerce Mobile App for a local startup Enjoy Salad, using Flutter and Firebase suits.
- Integrated the REST endpoints from the pre-existing WordPress and WooCommerce websites into the app to retrieve and display synchronised data.
- Integrated Stripe API and Paypal payment, for secure and efficient payment processing within the app, fostering customer trust
- Submitted and published the app to the iOS App Store and Google Play Store, expanding customer reach.

Loccioni
Jesi, Italy

SOFTWARE DEVELOPER — *Mar. 2021 - May. 2021*

- Implemented features and functionality for a custom internal dashboard used by the company, developing custom widgets.
- Utilized Angular framework to build responsive, user-friendly, and dynamic widgets based on internal design guidelines.
- Collaborated on stages of the systems development lifecycle from requirement gathering to production and releases.

Loccioni
Jesi, Italy

INTERNSHIP STUDENT — *Jul. 2020 - Gen. 2021*

- As part of my Bachelor Thesis work, I collaborated with developers and engineers to integrate the Microsoft Surface Dial device into Loccioni's web applications for controlling test benches and machines.
- Enabling a more secure, customizable and smooth control over test benches that were relying on old analogic controllers.

Skills

Programming	Dart, Typescript, JavaScript, Python, Kotlin, C, Java, Bash, SQL, C#
Front-end	Flutter, React, Vue, Shiny, HTML, CSS, Bootstrap, Tailwind, Figma
Back-end	Nextjs, Drizzle ORM, Node.js, SpringBoot, REST, Cloud Function, Firebase, Supabase, Kafka, Mosquitto
Database	Firestore, Postgres, MongoDB, MySql
Testing	Junit, Mocha, Mockito, Chai, Integration Test, Unit Test
DevOps	Spaces, Jira, Docker, Github Actions, Postman, Camunda Platform, BPMN
Languages	Italian (Native), English (B2)

Honors & Awards

INTERNATIONAL

2023	**Finalist**, ICSE 45th SCORE Competition, Developed a loT Automation platform like IFTT based on the new proposed protocol OAuth R.A.R. (Rich Authorization Request) draft, in order to achieve a higher level of granularity security and privacy.	*Melbourne, Australia*

Certifications

Certificate of attendance   *Camerino, Italy*

UNICAM (UNIVERSITY OF CAMERINO)   *13th -17th Dec. 2021*

- 2nd International Online Winter School on Blockchain Technology and Applications Hyperledger.