Mario Di Modica

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Location: Pisa, Italy

ABOUT ME

I am a Computer Science student at the University of Pisa, in the process of obtaining a bachelor's degree and then continuing with a master's degree in Cybersecurity. I'm currently improving my skills in popular programming languages by working on some university and non-university projects. First of all I like programming, but I'm especially interested in the side of cybersecurity and how to secure computer systems. I have also a great interest in the development of applications (web and not) but I am still very open to new experiences to discover new fields of information technology.

TECHNICAL SKILLS

Languages : JavaScript, TypeScript, Python, Java, HTML, CSS, C#, C, SQL

Frameworks : React.js, Angular, Node.js, ASP.NET Core, Bootstrap

Libraries : moment.js, chart.js, mathplotlib, pandas, numpy, scipy, selenium, networkX, beautifulSoup

Databases : Firebase Firestore, Firebase Storage, Microsoft SQL Server

Dev Tools : Visual Studio Code, Visual Studio, Git, AWS, Docker

General : Full Stack Development, Web Scraping, Data Mining, Data Analysis

EDUCATION

University of Pisa Pisa, Italy

Bachelor's degree in Computer Science Sep 2020 - Oct 2023 ???/110L

Liceo Scientifico L. Einaudi

Siracusa, Italy Diploma Sep 2015 - Jun 2019 90/100

PROJECTS

React.js, HTML, CSS, Firebase, JavaScript, Git MyLibretto Source Code

- PWA written in ReactJS for the front-end and uses a number of libraries (moment.is, chart.is, ...) and Firebase for the back-end.
- University booklet that allows you to manage exams and fees to be paid with graphs and personal statistics granted by authentication
- Optimized website for speed and user experience and responsive design to ensure compatibility across all devices
- Uses a service worker to work offline
- · Uploaded on GitHub pages via Git commands

Craftv Python Source Code

- Web scraping and data analysis project (in particular data mining and clustering)
- Using libraries (mathplotlib, networkX, numpy, scipy, ...) for data analysis and scraping/crawling
- First part is based on data mining from a Dataset and plot some statistics
- Second part is based on address clustering algorithm
- Third part is based on web scraping to **deanonymize** top 10 clusters

Wordle Java Source Code

- Client-server functionality that reproduces a clone of the famous Wordle game
- Take advantage of the "multi-thread" feature to allow multiple users to register and play
- Use JSON files and the GSON library to work efficiently with them

CERTIFICATIONS

• B1 Cambridge