Nicola Montanari

Rimini (RN. Italy)

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Summary ____

Graduated with a Bachelor's degree in Computer Science and Engineering, currently pursuing a Master's degree in the same field. Highly disciplined and self-confident, always seeking personal and professional improvement. Passionate about teamwork and helping others develop their best skills

Education

UNIVERSITY OF BOLOGNA

Cesena, Italy

MASTER'S DEGREE IN COMPUTER SCIENCE AND ENGINEERING

September 2023 - Present

UNIVERSITY OF BOLOGNA

Cesena, Italy

BSC IN COMPUTER SCIENCE AND ENGINEERING

September 2020 - November 2023

Final Grade: 99/110 (GPA 3.60 Equivalent)
 Focus Courses: OOP Databases Algorithms and Databases

• Focus Courses: OOP, Databases, Algorithms and Data Structures, Software Engineering, IoT, Web Programming

ITIS "Belluzzi-Da Vinci Rimini, Italy

IT EXPERT September 2015 - June 2020

• Final Grade: 86/100 (GPA 3.40 Equivalent)

Skills

Programming Python | C | C++ | C# | JAVA | SQL | Scala

Web PHP | HTML5 | CSS3 | JavaScript

Frameworks & Tools Git | Bash | Visual Studio | VSCode | Eclipse | IntelliJ | Windows | MacOS | LaTeX | UML | MySQL | Apache

Other Softwares Autodesk Fusion 360 | Adobe PhotoShop | Arduino IDE

HardWare 3D Printers

Languages Italian (Native) | English (Fluent)

Experience _____

EasyMarket Spa Rimini, Italy

ITALIAN COMPANY PART OF HOTELBEDS, ONE OF THE MAJOR GLOBAL PLAYERS IN THE B2B TRAVEL SECTOR.

March 2023 - April 2023

Worked as a software developer within the core team responsible for the development and management of the company's main B2B software. Contributed to the ongoing optimization of the software platform. Developed an internal chatbot to improve the communication across the company's various departments, significantly improving the collaboration and efficiency.

Projects_

Digital Twin LibraryUniversity Of Bologna

FINAL THESIS IOT PROJECT

November 2023

Developed a library for Digital Twin, designed as a digital adapter. This digital adapter formats and standardizes data and functionalities received from the physical adapter according to an official IoT and Web Of Things standard.

It also provides functionality to access the Digital Twin. Implemented using Java, with development tools such as Git, Eclipse, and Maven.

PROGRAMMING LANGUAGES: Java

TOOLS: Git | Eclipse | Maven