

Patrick Fabbiani

CYBERSECURITY STUDENT

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Summary

Innovative Computer Scientist with expertise in cybersecurity, data protection, and risk management. Skilled in identifying and mitigating security threats, with experience in encryption, firewalls, IDS, and vulnerability assessments. Proven ability to develop robust security systems and solutions to safeguard organizational assets.

Work Experience

Ca' Foscari University

INTERNSHIP

- Analyzed and tested the LiSA (Library for Static Analysis) plugin for taint analysis, identifying vulnerabilities and tracking data flow.
- Collaborated with development to improve taint tracking accuracy in database queries.
- Applied static analysis to assess security risks and prevent data leaks.
- Provided recommendations for enhancing data sanitization and security protocols.
- Documented findings and contributed to security reports to enhance database integrity.

Venice - Italy

Jun. 2024 – Current

Metropolitan City of Venice, IT Sector

INTERNSHIP

- Created thematic tables for the General Territorial Plan (PTG) to support urban planning.
- Mapped bike-sharing station locations and secondary schools in Venice using GIS tools.
- Managed and organized geospatial data for accuracy and consistency in territorial development.
- Collaborated with urban planners and local authorities for effective data-driven decision-making.
- Delivered actionable insights through visualized maps and geospatial reports.
- Used QGIS to map 30+ bike-sharing stations, improving urban planning efficiency.

Venice - Italy

Nov. 2020 – Feb. 2021

Projects

Master thesis, LiSA taint analyzer (Dataset)

THESIS AUTHOR

Make a study on the taint analysis on dataset.

Ca' Foscari University - MSc

Jul. 2024 - current

SW Correctness (Go Code Analysis) - Static code analysis

SOFTWARE DEVELOPER, ANALYZER

In GO programs check the correctness of code.

Ca' Foscari University - MSc

Apr. 2024 - Giu. 2024

Web app performance evaluation (Tsung) - Database movies

SOFTWARE DEVELOPER

Evaluate the performance of a web application created to search movies in a database.

Ca' Foscari University - MSc

May 2023 - Sep. 2023

Face Detection (Java and OpenCV) - Viola and Jones algorithm

SOFTWARE DEVELOPER, FULL-STACK DEVELOPER, SECURITY ENGINEER

Created a Face Detection program using the Viola and Jones Algorithm

Ca' Foscari University - MSc

Nov. 2021 - Jun. 2022

Bachelor thesis - General Territorial Plan (PTG)

THESIS AUTHOR

Collaboration with the agency for the creation of thematic maps for the General Territorial Plan (PTG).

Ca' Foscari University - MSc

Nov. 2020 - Feb. 2021

Mine Hunter Robot (Lego Mindstorm) - Team Project

SOFTWARE DEVELOPER, FULL-STACK DEVELOPER, SECURITY ENGINEER

Build a robot, constructed with Lego Mindstorm and implement the program to search mines in a game plan efficiently.

Ca' Foscari University - BS

Oct. 2019 - May 2020

Database Web App project - Team Project

WEB APP DEVELOPER

Simulate a Web App of an e-commerce specialized in videogames. The application have several functions: the management of the users, the games and the acquisitions.

Ca' Foscari University - BS

Jun. 2019 - Aug. 2019

Arduino projects

SOFTWARE DEVELOPER

I built several Arduino projects such as the simulation of a semaphore using the RGB leds, simulation of a physical gate, numeric keypad, display lcd.

ITIS C. Zuccante

Sep. 2014 - Jun. 2017

Simulation Social Network

DEVELOPER

I built a simulation of a social network similar to Facebook, focusing on core features like user profiles, posts. The project included a backend built with Python. I implemented key functionalities such as user authentication, real-time updates, and a responsive design for desktop. This project enhanced my understanding of full-stack development and database management, while also improving my problem-solving and debugging skills.

Personal project

2024

Python projects

DEVELOPER

I built several projects in Python such as a calculator, a cryptographic converter using different ciphers, a password generator, an indenter of the code of several languages (such as Python, Java, C++, Scala, Javascript, Ruby). I implemented also a simulation of several games such as minesweeper, sudoku and hangman game.

Personal project

2024

Education

Ca' Foscari University

MSC IN COMPUTER SCIENCE - CYBERSECURITY

- Specializing in cybersecurity, with a focus on network security, cryptography, and risk management.
- Courses include Advanced Network Security, Cryptography, Cyber Threats and Vulnerabilities, and Ethical Hacking.
- Currently conducting research on emerging cybersecurity threats and solutions.

Venice, Italy
Sep. 2022 - Mar. 2025

Ca' Foscari University

BS IN COMPUTER SCIENCE - DATA SCIENCE

- Focused on data analysis, machine learning, and statistical modeling.

Venice, Italy
Sep. 2017 - Jun. 2022

ITIS C. Zuccante

HIGH SCHOOL DIPLOMA IN COMPUTER SCIENCE

- Graduated with a focus on programming, hardware, and software development, gaining proficiency in Java, C and C++.

Venice, Italy
Sep. 2012 - Jun. 2017

Skills

Graphic Design	Adobe Photoshop
Web Development	HTML, CSS
Programming Languages	Java, C, C++, Python, Scala, F-Sharp
Microprocessors	Arduino UNO
Database Management	PostgreSQL
Data Analysis	R, Python (Pandas, NumPy), Tsung
Soft Skills	Team Collaboration, Good communication skills, Problem Solving, Leadership, Public Speaking, Adaptability
Organization	Project Management, Time Management
Languages	English, Spanish, interest in learning German
Certifications	CISCO (CCNA Routing and Switching Introduction to Networks), B2 English certification
Organizational and Managerial Skills	Strong organizational skills gained from managing group projects.