



Daniele Giachetto

BACK-END DEVELOPER · CYBERSECURITY STUDENT

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"Victory belongs to the most persevering."

Education

Università degli studi di Pisa

M.S. IN CYBERSECURITY

- Department of Information Engineering

Pisa, Italy

Dec. 2021 -

Università degli studi di Padova

B.S. IN COMPUTER SCIENCE

- Department of Mathematics "Tullio Levi-Civita"

Padua, Italy

Oct. 2018 - Sept. 2021

Skills

DevOps Docker, Linux, Jenkins, Pacur packaging, Amazon S3

Back-end FastAPI, Actix-web, GraphQL, Gunicorn, REST API

Technologies Redis, RabbitMQ, Celery, Selenium, PostgreSQL, SQLite, UNO (LibreOffice), ROS2, Zenoh, ONNX, v4l

Most used libraries SQLAlchemy, Pillow, Zenoh, sqlx, Argmin, Serde, nalgebra, and many more (grep them from my projects or ask)

Programming Rust, Python, C, C++, Java

Languages Italian, English (C1)

Experience

Freelance.

SOFTWARE ARCHITECT & DEVELOPER

- Designed, developed and maintained a Rust back-end service & relational database for the Pathfinder 2E TTRPG.
- Designed and developed a real-time face recognition software running on low end hardware like Raspberry PI without GPU, using Rust & ONNX.

Italy

Oct. 2023 - Oct. 2024

Formula SAE Pisa.

DEVOPS, SOFTWARE ARCHITECT & DEVELOPER

- Led the migration of the Formula SAE codebase and continuous integration from a self-hosted GitLab instance to GitHub.
- Developed a real-time library for calculating the optimal lap of a racing car, using Rust with Zenoh for communication with ROS2.

Italy

Oct. 2023 - Jun. 2024

Zextras.

BACK-END JUNIOR DEVELOPER

- Designed and developed a micro-service responsible of real-time preview of files, converting from any format to Image/PDF. Focus of the project was scalability, maintainability and the possibility to change any component underneath with as little refactor as possible. During the development of the software, optimizing IO operations, its performance was doubled.
- Refactored and completed a desktop application, using Python, to sync files with a remote server. This application was developed and deployed on all the possible Desktop operating systems. Worked on the GUI and the underlying logic of the program as well, in close contact with the UX/UI team. The project started as a R&A mock and was later optimized, halving network calls and reducing average synchronization time by 25%.
- Deployed static analysis tools in every python project, to ensure maintainability and strong type checking. Pioneered tools that got adopted by the company, standardizing codebase and cutting down development time. Adoption in the preview project resulted in reducing static analysis errors from 130 to 0.

Vicenza, Italy

Oct. 2021 - Oct. 2023

Yarix S.r.l.

INTERN - SOFTWARE DEVELOPER

- Analyzed and developed a smart web-crawler capable of crawling through clear and dark web (Tor & I2P) that would search for specified data, usually a company stolen assets. This software was developed for the Bachelor's thesis and was widely used even after my time with the company was over.

Montebelluna, Italy

Jun. 2021 - Aug. 2021

Glow new media.

INTERN - MOBILE DEVELOPER

- Researched and developed an application using Xamarin. The goal of the project was to research all the possible ways to keep track of how many steps a user would make. Successfully achieved the goal, empowering the company to test future initiatives.

Liverpool, United Kingdom

Jul. 2017 - Exp. Aug. 2017