Giacomo Romanini

EDUCATION

✍ | Via Adriano Colombo 71, 40065, Pianoro (BO), Italy

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〽 | https://github.com/RedDuality/

2022-JULY 2025

Università di Bologna, highest mark in

Master in Computer Engineering

- Scalable and Reliable Services: best practices and approaches over cloud technologies. Project to design a scalable architecture on Azure
- Software Systems Engineering: analysis and development organized in sprints.
- Processors: pipeline and out-of-order execution on modern processors.

Erasmus at Vilnius' VGTU:
- Intelligent Systems: FNN, training and backpropagation.
- Iot: project involving microcontrollers and server communication for low energy systems.

2018-2022

Università di Bologna

Bachelor in Computer Engineering

- Software Engineering: requirements, use cases and risk analysis to define the problem and create the architectural model. Definition of ER domain, class structure, and test cases.
- Operating Systems: coordination of processes and tasks in a time and memory sensitive environment.

2013-2018

Liceo Ettore Majorana, San Lazzaro di Savena (BO)

High School of Applied Sciences

Scientific specialization with programming lessons

WORK EXPERIENCE

MAR 2021 - FEB 2024

Luna Srl, Bologna

Junior Developer

- Developed programs and applications, defining processes flows and use cases.
- Maintenance of a web-browser management app. Resolved issues with orphaned many-to-many relationships and deleted references. Reduced by 66.7% the initial loading time, and halved some data retrieval time by optimizing SQL queries.

APR 2017 - JULY 2017

123FATTO, Pianoro

Technical Support

Hardware and Software analysis and testing to build, repair and optimize clients' computer.
Store management and clients relations.

MAY 2016 - JUNE 2016

ANT Italia, Bologna

Internal Technical Support

Hardware and Software maintenance and support, collaborating with technicians and associates to solve office stations' and server's problems.

PROJECTS

ACTIVE	**WYD (Website)**
	Scalable event-sharing app with automatic media retrieval.
	Front End (GitHub)
	Flutter interface for sharing and confirming events, with automatic media retrieval from the device and real-time/long-polling updates.
	Back End (GitHub)
	Stateless REST server with sharded MongoDB, MinIO object storage and message queue for update propagation.
2025	**B. Future Challenge**
	Collaborated in an interdisciplinary team to design a concept AI-driven analytics assistant, developing the data infrastructure.
2024	**Forward for Snitch (GitHub)**
	Parallelized LLaMA 2s forward function on a RISC-V 8-core Spike CPU.
2023	**Intelligent Systems (GitHub)**
	Designed and trained neural networks for intelligent system applications.
2023	**Virtual-Robot (GitHub)**
	Developed an actor-based software engineering project simulating robotic behaviors.
2021	**Farmabyte (GitHub)**
	Conducted problem analysis and implemented solutions in a software engineering project.

SKILLS

TECHNICAL	Java, Spring, C#, C, Go, Angular, Flutter, React, SQL, MongoDB, git, Docker, Arduino, MATLAB
ORGANIZ.	Agile, Process Design, Strategy Dev., Nonviolent Communication, Coordination
LEARNING	Security, DevOps, Kubernetes, game development, photo editing
ADDITIONAL	Italian C2, English C1, Category B driving licence (Italy), Scout leader, Guitar