Riccardo Colella

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🏠 Male | 23/05/1997 | Milan (IT)

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Languages

Italian	Native
English	Proficient
German	Beginner
French	Beginner

Skills

Java, Python — 3+ yrs

OC, K8s, Docker — 2+ yrs.

Prometheus, Splunk — 1+ yrs.

Terragrunt — 1+ yrs.

Azure — 1+ yrs.

Always learning and being curious....

Biography

I am a Computer Scientist and Engineer, graduated at PoliMI, KTH and at EIT Digital. Passionate about writing high-quality code and willing to learn new things. I have interests in cybersecurity, in the financial industry, and into blockchains. I have been School President and I took part to many scientific competitions since high school. Thanks to these experiences I learnt to organize my own/my team work and to present the achieved results. I'm learning German.

Work experience

DevOps Engineer — 10/2021 - Today
Amadeus - Munich, DE

- Set up **monitoring and alerting** for different middlewares, using **Prometheus**, **Argos** and **Splunk**
- Responsible for the **Secret Management** internal solution, I've updated and restructured it and its **CI/CD** pipeline.
- Developed the automation for deployment of an internal application, allowing **e2e automated deployment** to new clusters, using ArgoCD.

Data scientist — 01/2021 - 06/2022
Telenor - Stockholm, SE

- Developed a TT res time estimation model able achieve a **RMSE of 60 minutes** by studying deeply the company's procedures and using ML regressors.

Main Projects

Data Intensive Computing — 09/2020 - 11/2020
Spark, **MLlib**, **Scala**, **Kafka** and **Cassandra**
Implementation of a credit card fraud detection system through a scalable pipeline.

DNAlogue — 03/2020 - 06/2020
NodeJS, **Express.js** and **Vue.js**
Implementation of a multipurpose web chatbot able to exploit APIs for genetic research. Use of a Wizard of Oz design of the application.

GEA++ — 10/2019 - 02/2020
C#
Development of a game for teaching how to eat healthy to children with cognitive disabilities. The game has been deployed in a specific smart spaces that allowed multimodal interaction.

Recommender System — 10/2019 - 01/2020
Python
Implementation of a Recommender System for an online market in a RecSys challenge on Kaggle.

Adrenaline — 03/2019 - 07/2019
Java
Implementation of the board game Adrenaline by Cranio Creations for a university project. Achieved the highest mark with the teacher's greetings for the very sapient design of the solution.

Education

Computer Science & Engineering — 10/2019 - 07/2021
Double Degree - Master of Science | PoliMI & KTH & EIT
Relevant coursework: Advanced Software Engineering, Cybersecurity, Data Intensive Computing, Advanced User Interfaces, Multimodal Interaction.

Smart Cities - Secure e-Govenance — 08/2020
Summer School | TalTECH

Computer Science — 10/2016 - 07/2019
Bachelor of Science | PoliMI
Relevant coursework: Calculus, Linear Algebra, Software Engineering, Algorithms and Data Structures, Databases.