

Riccardo Colella

München (DE)

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Male | 23/05/1997 | Milan (IT)

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Languages

Italian	Native
English	Proficient
German	Intermediate
French	Beginner
Skills	
lava Duthau	2

Java, Python	3+ yrs
OC, K8s, Docker	2+ yrs.
ELK Stack	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 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

05/2023 - Today

Brainloop AG - Munich, DE

- Saved 12+ hr/mo automatizing routines in *Python* and *sh* scripts.
- **Reduced data delay** in *ELK* from **2+ hours** to few seconds by identifying the bottlenecks and optimizing data processing.
- Allowed log collection and readability of 6 components.
- Responsibility to keep services available.
- Maintenance of the *K8s* platform and application.

Software Engineer

10/2021 - 05-2023

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.

Other Projects

Data Intensive Computing - Spark, Scala, Kafka

09/2020 - 11/2020

Impl. of a cc fraud detection system with scalable pipeline.

DNAlogue - NodeJS, Vue.js

03/2020 - 06/2020

Impl. of a multipurpose web chatbot able to exploit APIs for genetic research. Use of a Wizard of Oz design.

GEA++ - C#

10/2019 - 02/2020

Development of a game for teaching how to eat healthy to children with cognitive disabilities. The game has been deployed in specific smart spaces that allow multimodal interaction.

Recommender System - Python

10/2019 - 01/2020

Impl. of a RecSys for an online market in a Kaggle challenge.

03/2019 - 07/2019

Adrenaline - Java Impl. of the board game Adrenaline by Cranio Creations. Received greetings for the very sapient design of the solution.

Education

Computer Science & Engineering

Double Degree - Master of Science | PoliMI & KTH & EIT

Smart Cities - Secure e-Govenance

Summer School | TalTECH

Computer Science

Bachelor of Science | PoliMI

10/2019 - 07/2021

08/2020

10/2016 - 07/2019