



# Alessandro Biagiotti

Master in Computer Science

Università degli studi di Milano, Milano

+39-3917572924

alexbgtt@gmail.com

GitHub

LinkedIn

## SUMMARY

I'm a hard worker and I have many interests.

I thrive when I'm with people because it's when I'm in contact with somebody else that I try to be the best version of myself.

I like learning new things and even explaining what I know to others.

My greatest Strength? I can easily adapt to situations.

My greatest Weakness? I'm not a fast learner.

## EDUCATION

Degree	Institute	Average	Year
Master	Università degli studi di Milano	28 (Till first semester)	Current
Bachelor	Università degli studi di Milano Bicocca	26	2020 - 2022
Bachelor	Politecnico di Milano	23	2018-2020

## EXPERIENCE

- **Certimeter Srl** *February 2022 - July 2022*  
*Trainee* *Turin*
  - The objective of the trainship was to learn how to create a distributed web application using technologies like Docker, Spring Framework and React JS
- **Comune di Milano**  
*Scrutineer* *Milan*
  - *October 2021* - Local elections
  - *September 2022* - Political elections
  - *February 2023* - Regional elections

## PROJECTS

- **Pump Down The Flame** *Nov 2022 - Feb 2023*  
*Game Design and Programming course* **Itch.IO**
  - Design and implementation of the game Pump Down The Flame
  - Probably the game will be further expanded until June 2023 for the Game Jam hosted by Politecnico di Milano
- **Anagrafica Aziendale** *Feb 2022 - Jul 2022*  
*Trainship Project* **Github**
  - Distributed web application that handles employees' data securely
- **Notepad** *Dec 2021 - Jan 2022*  
*C++ Programming course*
  - Simple QT application that can be used as a notepad
  - It had to incorporate the following utilities:
    - \* Save and open a file
    - \* Look for words and sentences inside the file
- **Sparse Matrix** *Dec 2021 - Jan 2022*  
*C++ Programming course*
  - Implementation of a solution to keep in memory a sparse matrix using the least amount of memory possible (without the need for extremely complex solutions)
- **Algoritmo di Prim** *Nov 2020 - Jan 2021*  
*Programming Languages course*
  - Implementation of Prim's algorithm both in Common-Lisp and Prolog using minimal amount of resources
- **RB tree implementation** *Jun 2019 - Sep 2019*  
*Programming Languages course*
  - Implementation of the RB tree structure in C using the least amount of memory

## TECHNICAL SKILLS

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- **Programming Languages, sorted by experience:** C++, HTML, CSS, JavaScript, Java, C#, C, Common-Lisp, Prolog, Python
- **Tools and Frameworks:** Visual Studio, CLion, IntelliJ Idea, IntelliJ Rider, React JS
- **Operating Systems:** Windows, Linux, Mac OS

## KEY COURSES TAKEN

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- **Computer Science courses:** C Programming, Object Oriented Programming 1 & 2, Database, Programming Languages, C++ Programming, Videogame Design and Programming, Software Engineering, Computer Architectures & Operating Systems, Computer Networks, Distributed Systems
- **Others:** Calculus 1 & 2, Physics & Thermodynamics, Geometry and applied Algebrae, Automation

## CERTIFICATIONS

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- **SLAM certificate** Università degli studi di Milano - C1 english certification
- **First For English** Cambridge English - B2.2 english certification

## SIDE PROJECTS

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- **A Boring Site** *2021 - Current*  
*Cultural blog*
  - Site that was born in collaboration with a friend and aims at introducing people to nontrivial concepts.
- **A Boring Podcast** *2021 - Current*  
*Cultural podcast*
  - A podcast that was born in collaboration with a friend. During each episode we talk about a topic which may not be familiar to us with experts to guide us through it.