
# Alessandro Biagiotti

Master in Computer Science

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## 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 | Universitá degli studi di Milano | 28 (Till first semester) | Current |
| Bachelor | Universitá 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 encorporate 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

- **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

- **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

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

## Side Projects

- **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.