ANDREA SCAMPORRINO

Software Engineer

🌐 Website　　✉ scamporrino.andrea@gmail.com　　⌗ GithHub　　in LinkedIn　　📞 +39 3427696650

EDUCATION

Master's degree in Software Engineering　　　　　　　　　　　　　　**Polytechnic university of Turin**

✅ Expected Grade: 110/110 (Equivalent GPA: 4.00/4.00)　　　　　📅 Jan 2023 - July 2025

- Relevant coursework: Computer architectures, Data science, Formal language and compilers, Human computer interaction, Mobile App development, Software engineering, System and device programming, Web applications.

Bachelor's degree in Computer Science Engineering　　　　　　　**Polytechnic university of Turin**

- Relevant coursework: Algorithms and programming, Computer science, Computer systems, Database, Object-oriented programming.

WORK EXPERIENCE

Software Engineer Intern　　　　　　　　　　　　　　　**Toyota Motor Europe**, Brussels - Belgium

</> [Python] [Power Platform] [Figma]　　　　　　　　　　　　　📅 May 2024 - Nov 2024

- Developed a full-stack application to manage the workflow of test requests for vehicle component testing, improving process efficiency and data tracking.
- Designed the system architecture and UI/UX in Figma, implementing both frontend and backend.
- Collaborated with stakeholders to gather requirements, refine features, and provide updates. Deployed and tested the application, making it fully operational for end users.
- Estimated a total time reduction of 199 hours per year and a total business value of 22.000€ annually.

Backend Developer　　　　　　　　　　　　　　　　　　　　**ABL Soft s.r.l**, Turin - Italy

</> [C#] [SQL]　　　　　　　　　　　　　　　　　　　　　　　📅 Jan 2019

- Completed a work-based learning experience in software development, contributing to the design and implementation of a travel management system for corporate clients.
- Developed and optimized a suite of APIs, integrating with the major Italian transport service providers. This led to a reduction in booking time and improved cost efficiency.

Network Operator　　　　　　　　　　　　　　　　**N&C System Integrator**, Turin - Italy

</> [Firewall] [IDS]　　　　　　　　　　　　　　　　　　　　　📅 Feb 2018 - Mar 2018

- Completed a work-based learning experience focused on monitoring and maintaining customer networks, enhancing my understanding of complex network architectures and their security protocols.

SIDE PROJECTS

Multi-platform Screenshot Utility　　　　　　　　　　　　　　　　　　　　**Desktop App**

</> [Rust]　　　　　　　　　　　　　　　　　　　　　　　　　　⌗ GitHub

- Developed a cross-platform screenshot utility in Rust, compatible with both Windows and MacOS, receiving a top score of 6/6 during the final presentation.
- Designed an intuitive user interface with customizable hotkeys, annotation tools, multi-monitor support, and multiple output formats.

Thesis Management　　　　　　　　　　　　　　　　　　　　　　　　**Full Stack App**

</> [React] [Node.js] [JavaScript]　　　　　　　　　　　　　　　　　　⌗ GitHub

- Developed a full-stack web app for managing thesis proposals, collaborating in an agile team and winning first place in a course competition at the Polytechnic of Turin.
- Implemented integration and unit testing, achieving 98% test coverage and improving code quality by reducing bugs and code smells using SonarCloud.

Tamagotchi　　　　　　　　　　　　　　　　　　　　　　　　**Embedded for LPC1768**

</> [C] [Assembly]　　　　　　　　　　　　　　　　　　　　　　　⌗ GitHub

- Developed an interactive Tamagotchi game with joystick and touchscreen controls, earning a top score of 30 with honors in the related exam.

SKILLS

- **Software development** - C, Java, Rust, Python, SQL, Spring, Kotlin, Git, Docker
- **Data structure and algorithms**
- **Web development** - HTML, CSS, Javascript, Typescript, React, VueJS, Node.js, Express.js