



Matteo Cavagnino

Date of birth: 07/02/1997

Nationality: Italian

CONTACT

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https://github.com/Teo7297 (Github)

WORK EXPERIENCE

27/05/2021 – 27/09/2021 Lainate (MI), Italy

Software Developer - Stage Altea S.p.A.

- Worked on Microsoft Dynamics 365 management suite
 - Management website customization with proprietary language
 - Database management

12/12/2022 – CURRENT Sesto Calende, Italy

Software Support Engineer CAE

- Bugfixing over multiple systems on helicopters flight simulators :
 - AW139, AW109, AW189, AW169
 - Flight Controls
 - Autopilot
 - Ancillaries
 - Visual System (Medallion 6000)
- Main tech used:
 - C/C++
 - XML
 - Proprietary shared memory based database (CDB)
 - Proprietary shared memory based communication framework (Strive)
- Skills developed
 - I learned how to cruise through big projects split on multiple machines without the possibility of having a complete overview
 - I learned the basics of helicopters functioning and piloting
 - Enough to execute flight tests and bug testing
 - I applied procedures to contribute to projects shared between tens of developers
 - (Jira - Git - Agile - proprietary management tools)

EDUCATION AND TRAINING

22/08/2016 – 10/12/2019 Varese, Italy

Dottore in Informatica Università degli Studi dell'Insubria

Address Via Ravasi, 2, 21100, Varese, Italy | **Website** <https://www.uninsubria.it/>

20/12/2019 – 10/10/2022 Milano, Italy

Dottore Magistrale in Informatica Università degli Studi di Milano

Address Via Festa del Perdono, 7, 20122, Milano, Italy | **Website** <https://www.unimi.it/it>

21/01/2023 – 10/02/2023 Montreal, Canada

Flight simulator software engineering training CAE

Website <https://www.cae.com/>

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

Other language(s):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Python | C/C++ | OpenGL | CMake | Java | JavaScript | GIT | HTML, CSS | C# | Unity | PL/SQL | Database: SQL, MySQL, MongoDB | UNREAL ENGINE

ADDITIONAL INFORMATION

Projects

01/04/2022 – 01/10/2022

Design and Development of an Assurance Methodology for Security Certifications in Highly Dynamic Architectures

This is my research and development master degree thesis developed at Università degli Studi di Milano. The thesis work is about security certifications in highly dynamic architectures such as Cloud and IoT systems. The work is written in English, compiled with LaTeX and free to read on GitHub.

Link <https://github.com/Teo7297/Bachelor-Degree-Thesis/blob/main/THESIS.pdf>

01/04/2022 – CURRENT

I.R.A. Project I.R.A. is my first big project, especially working with others, and it is currently under active development. Our team aims to produce a gameplay-focused, fast-paced action first-person shooter set in hell-inspired environments that will present many gameplay elements from classic games like Quake and Doom. Moreover, the game will offer Roguelite mechanics. The project's main focus goes into the "Gameplay moment" design that our players look for during their sessions. The project is in early development stages and this page will be updated frequently.

Link <https://cavagnino-matteo.it>

OpenGL 3D App This project is the result of a learning path that included a few publicly available courses and books with the goal of learning the basics of computer graphics and OpenGL. I applied many core concepts of computer graphics like vertices, vertex buffers, index buffers, vertex arrays, shaders, materials, textures, MVP matrices and batch rendering. Overtime more features like 3D rendering, illumination, collisions and more will be added to the project. This project mainly contains basics about the above topics and is under current active development.

Link <https://cavagnino-matteo.it>

Driving Licence

Driving Licence: B

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