Alex Saletti



About me

Birth 21-01-1997

Based in Lecco, IT

General I am an italian boy who is fond of IoT and software development, I describe myself as a precise, flexible and reliable person; my interest in studying and learning new subjects is driven by curiosity; I like problem solving (and challenges in general) and I am considered good at teamwork, open to conversation and constructive criticism. Willing to travel on business (max 50% of time) and

smartworking too.

Goals From a business perspective, I'd like to become an experienced developer (preferred prog. languages: Java, C++, Javascript, Python); I would also like to improve my English or at least keep it trained. About my growth, my current main goals are to make new experiences and meet new people in order to improve my knowledge and my person;

Contacts

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Answer within 1-2 days
Answer within 10 days

No answer, repositories consultation only

Monday-Friday 9:00-18:00

Answer within 1-2 hours, incom. calls are filtered

Languages

Italian Mother tongue

English Good Certificate: TOEIC (Listening score: B2++, Reading score: C1)

Education

2020–2022 Computer Science and Engineering (EN), Master's degree, Politecnico di Milano

Score 104

2016–2020 Ingegneria Informatica (IT), Bachelor's degree, Politecnico di Milano

2010–2016 Liceo Scientifico Tradizionale, High school diploma, IIS Lorenzo Rota

Master thesis

Title Storage-accuracy analysis for CSI-based human activity detection: an IoT forensic perspective

Supervisors Professor Alessandro Enrico Cesare Redondi, Computer Engineer Fabio Palmese

Description I started working on my thesis on March 2022; my main goal was to discover a possible correlation between CSI data and what is happening in the surrounding environment; I found out that such correlation exists, so a further goal was to determine the accuracy of a binary classifier that

should be able to detect human movement by analyzing received (or sniffed) packets.

Experience

Current: Rainus Sagl

Location Morbio Inferiore, Canton Ticino, Svizzera

description A multinational company that produces and sells Electronic Shelf Labels (ESL) to shops worldwide; it's offered full support (product installation and configuration, maintenance, technical assistance) to customers.

Role IT & Technical engineer: my current role consists in two main tasks:

- ESL system configuration (server and antennas set up), ESL layout design by using Python;
- o coordination of workers teams that are installing ESL in multiple shops in Italy at the same time (up to 30 people in total, up to 5 installation activities in parallel);

Due to the nature of my job, I am away from home/office almost 100% of time.

Unrelated

02/2018

Description	I have been doing the following jobs in order to keep up with my studies
,	Food delivery, Pizzeria II Sorriso, Torre de'Busi (BG)
12/2022	
03/2018- 03/2018	HP products promoter, Praesidium S.p.a., Mediaworld, Lecco
,	Shop assistant, Mediaworld, Lecco

Skills and projects

Mathematics skills

 I like almost every branch of math, from logic and algebra to probability and statistics, geometry too; I tutored some university and high school students in the past years.

Computer engineering skills

- o software development and team projects (e.g. the various dev. phases including testing, some IDEs usage and Git versioning system functionality; here [1] you can find a simple CLI multiplayer online videogame that my colleagues and I developed in Java as 3y thesis);
- client-server and other architectures (e.g. p2p, in the aforementioned videogame we implemented a model-view-controller pattern; here [2] you can find a 3-tier application I developed, in particular the code for DB connection and dynamic website generation using thymeleaf and here [3] using JavaScript);
- data (data inspection, manipulation, plotting and statistics using Pandas and MATLAB) and data bases (MySql DB creation, querying and maintenance, JDBC and basics of JPA);
- o network infrastructures and networking (routing mechanisms, OSI model layers and main protocols, wireless networks (WiFi, Bluetooth, ad hoc networks, Mobile IP, TCP over wireless,...);
- IoT (main protocols, e.g. CoAP and MQTT, and communication technologies, e.g. LoraWAN, simulation using Cooja, packet collection and inspection using WireShark, Tiny OS and nesC basics);
- o miscellaneous: computer graphics basics (Vulkan, GLSL), distributed systems basics, advanced CPU architectures and computing infrastructures basics.

Programming skills and OSs knowledge

Level	Language/OS	Years	Comment
	С	5	Here [4] there a is full implementation of an "en-
			tity and relation manager" I wrote as part of my bachelor's degree thesis (I mainly use CLion IDE).

••••	Java	3	It's the first OO programming language I learned, I took part to a 3-people group project consisting in an online game development (socket and RMI solutions are adopted, only CLI is implemented); I also developed a website using Servlets, JDBC and Thymeleaf that can be deployed on an Apache Tomcat local server; I mainly use Intellij IDE and Git versioning tool.
	Python	2	I mostly use Pandas library for data manipulation and stats production; <u>here</u> [6] there is a collection of scripts I'm writing for master thesis in order to parse CSI data.
	MySQL	3	A MySQL local server hosting a DB was used as part of all my university projects requiring a persistent storage; I studied Java EE beans, transactions safety and Java Persistence API.
	JavaScript	1.5	I developed the aforementioned website in an alternative way, using Javascript instead of Thymeleaf; I used Node-Red flows for data manipulation.
•	C++	0.5	A collegue of mine and I developed a Vulkan application consisting in a missile simulator starting from a template, here [5] you can find the full project. I use Visual Studio and Git versioning tool.
	Windows 10/11	6	I use it for most activities except for those requiring particular environments, such as ESP32 micro-controllers programming and packets sniffing (WireShark).
	Linux	3	I used Ubuntu and Kali most of the time.

Additional information

Personal data (Only for Switzerland) I authorize the processing of my data in compliance with the Swiss laws processing and regulations on Privacy (LPD, N.235.1 of 19.06.92).

About this CV I hard-coded this curriculum vitae in LATEX, if you find any bugs or private repositories please report them by email; note also that printing this CV may hide hyper-textual links (e.g. contacts and Github repositories).

CV updates Current version: 08-Jul-23. You can check for latest version of my resume and download it by visiting my public repository at https://github.com/VLEXX/Resume. An italian version of this document is available in the same repository.