

# ALDO TROIANO

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## EDUCATION

<b>2020 - 2021</b>	<b>University College London</b> MSc Information Security <i>Core modules:</i> Computer Security, Cryptography, Information Security Management, Cybercrime, Cryptocurrencies, Research in Information Security, MSc Dissertation.	<b>London, UK</b>
<b>2017 - 2020</b>	<b>University of Reading</b> BSc Computer Science, First Class Honours <i>Core modules:</i> Software Engineering, Computer Architecture and Networking, Java, Distributed Systems and Parallel Computing, Image Analysis, Data Science, Visual Intelligence, Virtual Reality. <i>Final year dissertation:</i> "Mobile Multiplayer Networked Game optimised for unreliable connections".	<b>Reading, UK</b>
<b>2015 - 2017</b>	<b>King Edward's School Witley</b> <i>International Baccalaureate</i>	<b>Godalming, UK</b>

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## WORK EXPERIENCE

<b>Oct. 2018 - April 2020</b>	<b>University of Reading</b> <b>Programming Demonstrator</b> <ul style="list-style-type: none"><li>Aided First and Second-Year students in C/C++ and Java/Android Programming courses respectively</li><li>Collaborated with other teaching assistants to provide a more inclusive session, enabling the students to understand the content fully</li><li>Overseeing demonstrations, assigning marks and confirming coursework completion</li></ul>	<b>Reading, UK</b>
<b>June 2019 - Sept. 2019</b>	<b>Nesea srl</b> <b>Mobile Application Developer</b> <ul style="list-style-type: none"><li>Junior Developer of hybrid Mobile Applications dedicated to a major Italian Sporting Event</li><li>Managed Database integrity and also created DB population scripts to automate functionality creation for the Application clients</li><li>Learned the dynamics of Full-Stack development environments</li></ul>	<b>Rome, Italy</b>
<b>June 2018 - Sept. 2018</b>	<b>Nesea srl</b> <b>Development Team Assistant</b> <ul style="list-style-type: none"><li>Assistant to the Development Team in enhancing the existing Nesea Mobile Applications</li><li>Support to the management of large databases and scripted complex SQL transactions</li></ul>	<b>Rome, Italy</b>

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## ACHIEVEMENTS

<b>2020</b>	<b>University of Reading</b> <b>Final Year Dissertation Project</b> <ul style="list-style-type: none"><li>Developed a Client Application in Lua and Server Application in JavaScript to support a Real-time Mobile Multiplayer Networked Game optimised for unreliable connections</li><li>Implemented Low-Level Socket Management, Packet Compression and Serialization, Linear Interpolation algorithms, and Matchmaking</li><li>Currently supports up to 4 players in each team with concurrent matches taking place</li><li>Managed the AWS Cloud-hosted Server Application</li></ul>	<b>Reading, UK</b>
<b>2018</b>	<b>"Number Freak" Development</b> <ul style="list-style-type: none"><li>Developed and published a native iOS game using Swift 4</li><li>Implemented real-time leader board and back end Firebase Database</li></ul>	<b>Rome, Italy</b>

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## TECHNICAL SKILLS

### PROGRAMMING LANGUAGES

Java, C, C++, JavaScript, SQL, HTML, Swift, Python, Lua, MATLAB, Visual Basic

### TOOLS

Eclipse, Android Studio, Xcode, IntelliJ, Visual Studio, WebStorm, Postman, Wireshark

### OPERATING SYSTEMS

Windows 10, Linux, MacOS 11, iOS 14, Android 10

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## ADDITIONAL INFORMATION

### LANGUAGES

Italian (native), English (fluent), Spanish (intermediate).

### INTERESTS

Blockchain, Decentralised Network Architecture, Cross-Platform Development, FinTech, Information Security, Artificial Intelligence, Virtual Reality, Drones.

### LICENSES & CERTIFICATIONS

L1 Proficiency in KNIME Analytics Platform for ETL, Data Analytics and Visualization

### EXTRACURRICULAR ACTIVITIES

Running, Rowing, Football, Gym, Social activities