

ALDO TROIANO

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EDUCATION

2020 - 2021	University College London MSc Information Security <i>Core modules:</i> Computer Security, Introduction to Cryptography, Information Security Management, Cybercrime, Cryptocurrencies, Research in Information Security, MSc Dissertation.	London, UK
2017 - 2020	University of Reading 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".	Reading, UK
2015 - 2017	King Edward's School Witley International Baccalaureate	Godalming, UK

WORK EXPERIENCE

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

ACHIEVEMENTS

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

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

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