

MARTINA BAIARDI

Computer Science and Engineering Student

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📍 Cesena, Italy

🌐 github.com/anitvam

in [linkedin.com/in/martina-baiardi](https://www.linkedin.com/in/martina-baiardi)

EDUCATION

M.Sc. in Engineering and Computer Science

University of Bologna

📅 2020 – ongoing

📍 Cesena, Italy

B.Sc. in Engineering and Computer Science

University of Bologna

📅 2017 – 2020

📍 Cesena, Italy

110L/110

Thesis: Controllo e Scalabilità Automatizzati in Cluster Kubernetes

Supervisor: Vittorio Ghini

Accounting degree in Business Information Systems

Istituto Tecnico Economico "R. Serra"

📅 2017

📍 Cesena, Italy

100/100

INTERESTS

Kubernetes

CI & CD

Microservices

User Experience and User Interface

Design

Photography

PROFESSIONAL SKILLS

Programming Languages

Java, Vue, Javascript, C, Kotlin, Scala, Python, PHP, C#, C++, Android

Technologies

Git, Docker, Kubernetes, Ansible

Patterns & Practices

Object Oriented Programming, Functional Programming, Agent Programming

Project Management

Scrum, Agile

EXPERIENCE

Research Scholarship for hardware system management within the StairwAI project

Laurea in Ingegneria e Scienze Informatiche

📅 March to September 2023

📍 University of Bologna

Supervisor: Andrea Borghesi

Tutor for the course "Programmazione ad Oggetti"

Laurea in Ingegneria e Scienze Informatiche

📅 Academic Year 2022/2023

📍 University of Bologna

Supervisor: Mirko Viroli

Tutor for the course "Sistemi Virtualizzati"

Laurea in Tecnologie dei Sistemi Informatici

📅 Academic Year 2021/2022

📍 University of Bologna

📅 Academic Year 2022/2023

Supervisor: Vittorio Ghini

Tutor for the course "Metodi Numerici"

Laurea in Ingegneria e Scienze Informatiche

📅 Academic Year 2021/2022

📍 University of Bologna

Supervisor: Lucia Romani

Web Developer

Blockvision

📅 2020 to 2022

📍 Cesena, Italy

Curricular Internship

University of Bologna - Cesena, Italy

📅 March to May 2020

📍 Cesena, Italy

Study of a Kubernetes cluster: main aspects, tools and realization of a cluster on virtual machines

PROJECTS

Bunny Survival [pps-bunny]

August to October 2021

An open-source simulator of a bunny population made for academic purposes under the course "Paradigmi di Programmazione e Sviluppo" inspired from the interactive simulator [Natural Selection](#) developed by University of Colorado

Language: Scala

Ca' Foscari Jisho

May to July 2021

Web application for italian-japanese translations made for academic purposes under the course "Applicazioni and Servizi Web" in collaboration with the research group [EDRDG](#)

Technologies: Vue, Docker, Ansible, Javascript
