

Antonio Musolino

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antoniomuso

EXPERIENCES

Software Engineer

🏢 Immobiliare.it 📅 April 2021 - Now 📍 Remote

Keywords: *NodeJS, CI/CD, Backend, Next.js, MixPanel, React.js, Teaching, Performance, Security, Ansible, DevOps, Rust, Go, MySQL*

Software engineer in the technology team of *Immobiliare.it* oriented into developer experience but also in automation, performance optimization, and technology research.

- Orchestrated the upgrade of version tools for production applications using **Ansible**, ensuring smooth and reliable transitions while minimizing downtime and mitigating risks.
- Spearheaded the development and continual enhancement of the internal developer portal leveraging **Backstage**, while concurrently contributing to the maintenance and evolution of the open-source ImmobiliareLabs Backstage Plugins ecosystem.
- Implemented Continuous Integration/Continuous Deployment (CI/CD) tools using **Rust**, optimizing development workflows and ensuring efficient delivery pipelines.
- Designed and integrated data visualization tools (DevLake) leveraging Grafana and MySQL, fostering insights and improving data-driven decision-making processes. Actively contributed to the enhancement of DevLake.
- Provided high-level support to the product team regarding efficient and high-critical tasks on **Node.js**, ensuring the applications' stability, performance, and security.

EDUCATION

Master degree in Computer Science

🏛️ Sapienza University of Rome 📅 2018 – March 2021

- **Grade:** 110/110 with honors, equivalent to 4 GPA
- **Thesis title:** "FogKube: a container orchestration system for fog computing"
- **Course language:** English

Bachelor's degree in Computer Science

🏛️ Sapienza University of Rome 📅 2015 – 2018

- **Grade:** 110/110 with honors, equivalent to 4 GPA
- **Thesis title:** "Disambiguation of natural language applied to home automation: Design and implementation of CommandsBN a library based on Babel-Net"
- **Course language:** Italian

PERSONAL PROJECTS

CrossTheWord

🏢 Babelscape 📅 2015 - 2016 | 2019 - 2020 📍 Rome, Italy

Keywords: *Android, LibGDX, Java*

Development of the front-end and back-end part of the Cruci mobile game using Java and the LibGDX graphics library. The game focuses on solving crosswords generated via BabelNet in a dynamic way. BabelNet is a multilingual semantic network developed by Babelscape.

BowlingVR

🏢 GitHub 📅 2019 - 2019 (3 months) 📍 Rome, Italy

Keywords: *Unity3D, C#, Virtual Reality, Multiplayer, Game*

Bowling-VR is an advanced Virtual Reality (VR) multiplayer game that provides a realistic User eXperience by reproducing the dynamics and physical context of a real bowling challenge. This project is part of the publication De Marsico et al. 2020.

PeterPen

🏢 GitHub 📅 2018 - 2019 (2 Mesi) 📍 Rome, Italy

Keywords: *Arduino, C++, NodeJS, Keras, MachineLearning*

The Peter's Pen is a project for handwriting recognition. We designed a pen with which we can capture data while a person is writing, and then send it to a server through a Wi-Fi connection. The pen has been made with affordable chips and its body with a 3D printer. Two recognition systems have been implemented, one based on deep learning and the other on signal distances.

Iz4-napi

🏢 GitHub 📅 2022 📍 Rome, Italy

Keywords: *Rust, Nodejs*

I develop a high-performance library for Iz4 compression/decompression in Node.js, leveraging Rust for optimal speed and efficiency. This library is the premier choice for Iz4 operations within the Node.js ecosystem.

SKILLS

- Hight knowledge of **JavaScript** and **NodeJS**.
- Knowledge of **Rust** for personal projects.
- Knowledge of **C++** and **C** for system programming in Linux and Windows, and also for the development of graphics render engines (Yoctogl).
- Good knowledge of **Kubernetes**, **Docker** and **CI/CD**.
- Good knowledge of **Ansible**.
- Knowledge of **Go** for master's degree thesis.
- Knowledge of **Java**.
- Knowledge of **Python**, **Pytorch**, and **Keras** for deep learning projects in university, someone of that can be found on Github.
- Knowledge of **Unity3D** and **C#**.
- Knowledge of **Linux**, **Bash**, I use **Ubuntu** in my daily.
- Some knowledge of **Android** and **Kotlin**.
- Good knowledge of **DB design**.
- Knowledge of **PostgreSQL**, **MySQL**, **MongoDB** and **Elasticsearch**.

I am a person that loves to learn new technologies and approaches, I am very good at problem-solving. I have a lot of initiative and experience in work management and I am an open-source enthusiast.

LANGUAGES

Italian
Native

English
Fluent