







# Matteo Pellegrino

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## Experience

### Software Engineer

Mar 2021 - present  
buildo srl, Milan, Italy

Typescript and React development, functional paradigm. Requirements gathering and discovery analysis.

Apr 2022 - present

International-team design of a multi-region and multi-tenant **PaaS** solution for developing and deploying **cloud-native** applications.

- Third-party IAM Service integration to federate external Identity Providers
- Inner and outer loop platform services collaborative design

**Kubernetes** **OIDC** **DevSecOps tools**

Jan - Mar 2022

**Discovery** analysis of an R&D medical instrument software.

- Standalone software design: integration of pre-existing tools and managing of non-standard domain-specific data structures.
- Collaborative **design analysis activities** such as user research, requirements gathering, prioritization, etc.

**Electron**

Nov 2021 - Jan 2022

Open ID Connect-based **authentication system design** and PoC implementation to federate external Identity Providers for a multi-tenant cloud app.

**dex** **Kubernetes** **React** **Node**

Oct 2021 - Mar 2022

Internal open-source project maintenance: **formo**, a type-safe **React** form state management **library**.

**React** **Typescript**

Mar - Nov 2021

Development of a large **frontend** application for an international bank. Relevant project peculiarities were complex user flows, ad hoc Design System and being part of an international cross-functional team.

- Bugs fixing and triaging
- Development and maintenance of **Design System components**

**Typescript** **React** **Storybook**

### Machine Learning & Computer Vision Intern

Synthetic image generation/augmentation **API development**. Design and implementation of an SDK to generate and manage **artificial datasets**.

- Internal tools integration and re-engineering

Gen 2020 - Lug 2020  
Datalogic USA  
Pasadena, California

- Documentation writing
- Containerized deploy

python opencv docker

### Full-stack Developer Intern

Jul 2014 - Sep 2014  
Multitraccia SC  
Reggio Emilia, Italy

Development of an appointment scheduling application as a summer internship.

PHP

## Education

### Master of Computer Engineering

University of Bologna  
2018-2021  
110/110 cum laude

### Bachelor of Computer Engineering

University of Bologna  
2015-2018  
104/110

### IT Upper-secondary Diploma

I.I.S. Blaise Pascal  
2010-2015  
100/100 cum laude

## Languages

Italian Native Speaker

English Professional working proficiency IELTS Academic 7.0 (CEFR C1)

## Miscellaneous

### Espanso Hub

Nov 2021 - present

Espanso is a privacy-first cross-platform text expander. Espanso Hub is the official web application, built using `Nextjs SSG` technology, to search and explore Espanso packages.

<https://hub.espanso.org/>

### Dokey

Nov 2017 - Feb 2019

Dokey is a productivity app for professionals. The project was involved in the startup program of AlmaCube incubator in Bologna. During this experience:

- I learned about the **startup environment and lean approach**,
- enforced my **Android/Kotlin** skills and
- took care of the platform and brand **UI/UX design**

<https://www.matteopellegrino.me/dokey-web>

### HN Read Time

Nov 2019

Chrome extension showing read time preview of Hacker News articles. Being a constant HN reader, I built this tool to immediately know how much time an article will take to be read. I also got the opportunity to learn more about **web scraping**.

<https://www.matteopellegrino.me/dokey-web>

### SAM

Feb 2019

Software Architecture Metrics is a Scala source code scraper aimed to retrieve module-level metrics helpful to software architects.

Developing SAM helped me to deepen multi-paradigm languages with a special focus on **functional programming**. Also, I was able to concretely apply the concepts of the **Clean Architecture** from the homonymous book by Robert Martin.

<https://github.com/arabello/sam>

### **TablutAI**

Apr 2019 - May 2019

Competition project of the Artificial Intelligence Fundamentals course at University of Bologna. TablutAI is a complete knowledge game. Thanks to this project I practiced the fundamentals of artificial intelligence, in a joyful way, in terms of smart heuristics, performances and software engineering quality.

### **KSL**

Apr 2018 - Jun 2018

Bachelor's degree thesis: design and development of an Android module to dynamically download and run Android/Kotlin code with digital signature checking at runtime. The idea is to prevent personal user data spreading to third-party cloud systems, providing an alternative solution which aims to download executable code to elaborate personal data on the user device only.

2018- 2019

I took part upon selection to the University of Bologna **Startup Incubator**.

2019

I took part upon selection to the event "F-Factor: The Ferrari Case Study".

2017

React/Redux online course (38 hours).

2016

Lectures of an **Android programming course** at my upper-secondary school.

2016 - 2017

Organizer at the Reggio Emilia **Google Developers Group** community.