Matteo Pellegrino



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Experience

Software Engineer

Mar 2021 - present buildo srl, Milan, Italy Full Stack development: Typescript, React, Node, Scala, functional

programming.

DevOps: Kubernetes, Docker.

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.

- IAM Service integration federating external Identity Providers
- Inner and outer loop platform services design and implementation

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Kubernetes OIDC DevSecOps tools Docker
```

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.

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Electron Requirements Gathering Discovery Analysis
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Nov 2021 - Jan 2022

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

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dex Kubernetes React Node
```

Oct 2021 - Mar 2022

Internal open-source project maintenance: <u>formo</u>, a type-safe React form state management <u>library</u>.

```
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 &

Synthetic image generation/augmentation API development. Design and

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Computer Vision Intern

Jan 2020 - Jul 2020 Datalogic USA Pasadena, California implementation of an SDK to generate and manage artificial datasets.

- · Internal tools integration and re-engineering
- · 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

<u>Espanso</u> is a privacy-first cross-platform text expander. <u>Espanso Hub</u> is the official web application, built using <u>Nextjs ssg</u> 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 <u>AlmaCube</u> 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

 $\underline{\texttt{https://www.matteopellegrino.me/dokey-web}}$

HN Read Time

Nov 2019

Chrome extension showing read time preview of <u>Hacker News</u> 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

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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.

KSLL

Apr 2018 - Jul 2018

<u>Bachelor's degree thesis</u>: 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.

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