



Alessio Benenati

Date of birth: 20/12/2001 | **Nationality:** Italian | **Phone number:** (+39) 3288693569 (Mobile) |

Email address: benenati2001@gmail.com | **Website:** <https://github.com/b3nny01> | **LinkedIn:** <https://www.linkedin.com/in/alessio-benenati-a4b49323b/> |

Address: Via galassi, 45, 40026, Imola, Italy (Home)

ABOUT ME

I am computer engineering MSc student at the University of Bologna.

I have been strongly passionate about informatics since high school, nowadays I am focusing my studies on software engineering, web development, and artificial intelligence.

In the future I would like to learn more about android and game development

TECHNICAL SKILLS

Languages

- **Deep knowledge of C:**

I utilized C mostly to experiment the low-level aspects of informatics such as concurrency, sockets and RPC based applications.

- **Deep knowledge of Java:**

I vastly utilized both low-level and high-level features of the language going from concurrency, sockets and RMI based applications to GUIs development using JavaFX, web servers employing both Servlets/JSPs, more advanced container based frameworks such as Spring, EJB 2, EJB 3 and newer technologies like WebSockets. I also used Java for database communication spanning from simpler methods such as BruteForce to the DAO pattern and ORM frameworks like Hibernate.

- **Deep knowledge of JavaScript and TypeScript:**

I studied JavaScript (and its typed version) not only from a theoretical standpoint, focusing on its functional nature, but also with a practical approach using it in frontend, with libraries like JQuery and ReactJS, in backend with the NodeJS framework and, more recently, in mobile development with React Native.

- **Good knowledge of Kotlin:**

I'm currently studying this language as a modern and more advanced alternative to Java appreciating its multi-paradigm nature.

I mainly used it in the field of android development, also with the Jetpack Compose library.

- **Good knowledge of SQL:**

I studied both DDL and DML, particularly I viewed the IBM DB2 dialect for the database course at the bachelor, while I utilized the MariaDB dialect for NoteX, an application developed for the software engineering course.

- **Good knowledge of Python:**

I utilized this language in the field of Computer Vision with the PyTorch library experimenting with Object Detection and Classification.

- **Basic knowledge of Prolog:**

I've studied this language and its logic paradigm during my AI course, in particular I want to delve deeper into tuProlog, a Prolog engine written in kotlin at the University of Bologna interoperable with jvm based languages

DevOps tools

- Deep knowledge of Git and GitHub
- Good knowledge of Gradle
- Good knowledge of Docker and Docker Compose
- Good knowledge of Ansible
- Good knowledge of VirtualBox

IDEs

- Deep knowledge of Eclipse both standard and enterprise editions
- Deep knowledge of Visual Studio Code
- Good knowledge of DBeaver
- Good knowledge of Visual Studio
- Basic knowledge of Android Studio

OS

- Deep knowledge of Unix/Linux systems, in particular of Debian-based distros
- Deep knowledge of Windows

• WORK EXPERIENCE

02/2024 – 08/2024 Bologna, Italy

ACADEMIC TUTOR FOR THE 'FONDAMENTI DI INFORMATICA T2' COURSE ALMA MATER STUDIORUM
UNIVERSITÀ DEGLI STUDI DI BOLOGNA

The course is about developing computational thinking and learning object-oriented programming using Java. As a tutor, my main role was to clarify students' doubts about lectures and exercises both during lab sessions and via email. I also helped professors with the preparation of the exams.

• EDUCATION AND TRAINING

10/2023 – CURRENT Bologna, Italy

LAUREA MAGISTRALE IN INGEGNERIA INFORMATICA Alma Mater Studiorum Università degli Studi di Bologna

Website <https://www.unibo.it>

09/2020 – 10/2023 Bologna, Italy

LAUREA TRIENNALE IN INGEGNERIA INFORMATICA Alma Mater Studiorum Università degli Studi di Bologna

During my thesis work I utilized the WebML modeling language and the ReactJS framework to design and implement the frontend of NoteX, a web application for sharing notes between students developed for the software engineering course.

Website <https://www.unibo.it> | **Final grade** 109/110 |

Thesis Estensione Applicazione: Riprogettazione del frontend mediante tecnologia ReactJS

09/2015 – 07/2020 Imola, Italy

DIPLOMA Liceo Scientifico Rambaldi Valeriani

Final grade 90/100

• PROJECTS

NoteX

Description:

NoteX is a web application designed as part of a Software Engineering course and improved during my thesis work. Its goal is to provide a social platform where students can freely share their notes.

Technologies used:

Java (Servlets, Hibernate), JavaScript (React), SQL (MariaDB), Gradle, Docker

Link <https://github.com/b3nny01/NoteX>

MelissalLoveTablut

Description:

MelissalLoveTablut (MILT) is a player developed for the AI Student Challenge, a tournament where bots created by groups of students compete.
The board game chosen for the tournament is Ashton Tablut and MILT gained the second place in 2024 competition.

Technologies used:

Java (aima-core library)

Link <https://github.com/b3nny01/MelissalLoveTablut>

CheckersVision

Description:

CheckersVision is an Android application for the recognition of checkers games.
It allows users to create a digital representation of their on-board match by recording it with their mobile camera.

Technologies used:

Python (PyTorch), Kotlin (Android environment), Arduino

Link <https://github.com/b3nny01/CheckersVision>

● **LANGUAGE SKILLS**

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **DRIVING LICENCE**

Driving Licence: B