



GIULIA MEO

SOFTWARE ENGINEER

Passionate about information technology, I am enthusiastic about exploring its constantly changing dynamics. Always ready to take on new challenges, seeking creative and optimized solutions.

CONTACTS


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LANGUAGES

 English- B2

 Italian - Native speaker

SOFT SKILL

LOGICAL SKILLS

Acquired during the Italian Computer Science Olympiad where I perfected the ability to solve complex algorithmic problems.

COMMUNICATION SKILLS

Developed during two years as a Radio Speaker at Radio Zammu. Where I gained experience in writing, conducting and post-production of radio programs.

PROFESSIONAL EXPERIENCES

SOFTWARE ENGINEER

01/07/2024 - 01/11/2024

Capgemini Engineering

During this experience, I consolidated my skills as a Software Engineer. I also deepened my knowledge of .NET technologies, with a focus on the .NET MAUI framework for cross-platform application development.

SOFTWARE ENGINEER

01/05/2023 - 30/06/2024

Fincons Group

During this experience, I developed web applications with .NET Core and Angular, creating REST APIs for the backend and managing relational databases (SQL Server). I wrote technical documentation and worked in an agile environment with Scrum methodology.

EDUCATION

BACHELOR'S DEGREE IN COMPUTER SCIENCE

20/09/2019 - 28/04/2023

University of Catania

Final grade: 110/110

During my academic career, I have acquired an in-depth knowledge of the technological world, exploring the following topics:

- Operating Systems
- Computer Architectures
- Computer Networks
- Computer Security
- Experience in Digital Game Development

I have perfected the use of advanced technologies with a focus on:

- Machine Learning
- Data Mining

HIGHER EDUCATION

2013 -2019

Istituto Tecnico industriale Archimede

Final grade: 100L

PROFESSIONAL SKILLS

Programming Languages

C# ● ● ● ○ ○
C++ ● ● ○ ○ ○
Python ● ● ● ○ ○
Java ● ● ○ ○ ○

Database

SQL ● ● ○ ○ ○

Versioning

Git ● ● ● ○ ○

Web development

.Net Core ● ● ● ○ ○
HTML/ CSS ● ● ○ ○ ○
Bootstrap ● ● ○ ○ ○
Angular ● ○ ○ ○ ○

Video game development

Unity ● ● ○ ○ ○

Mobile Application

Flutter ● ○ ○ ○ ○

PROJECTS

UNDERGRADUE THESIS

Link: <https://gitlab.com/t9895/vmba-demo>

TITLE: Monitoring and verifying procedures by understanding sequences of human-object interactions

Technologies used: Python , PyQT

I developed an application designed to assist operators during industrial procedures. The application guides users through each step of the procedure, providing text-to-speech instructions and displaying explanatory videos. A human-object event detection algorithm from an egocentric perspective (EHOI detection) allows the system to capture real-time feedback on user interaction. In this way, the system proceeds to the next step only when the user interaction matches the expected one.

TRAINING OF A NEURAL NETWORK

Link: <https://gitlab.com/t9895/vmba-demo>

Technologies used: Python

Libraries: PIL, Numpy, Pytorch

The goal of the model I have been training with a university colleague is to understand customers' shopping behaviors. Using as input sequences of images captured by cameras located on shopping carts. We trained and evaluated various models on a dataset of 15 egocentric videos, and by analyzing the results we identified the one that performs best .