



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 - Attuale

Cappgemini Engineering

I honed my skills as a Software Engineer and completed a course on .NET MAUI for cross-platform application development.

SOFTWARE ENGINEER

01/05/2023 - 30/06/2024

Fincons Group

During my experience, I developed web applications with .NET Core and Angular, writing technical documentation and working with relational databases (SQL Server). I followed the Scrum methodology for project management.

EDUCATION

BACHELOR'S DEGREE IN COMPUTER SCIENCE

20/09/2019 - 28/04/2023

Universita degli studi di Catania

Final grade: 110

During my academic journey I consolidated my understanding of the technological world through the in-depth study of:

- 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 Development

Flutter ● ○ ○ ○ ○

PROJECTS

AVVENTURANDO

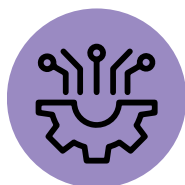


BraceDevTeam

Technologies used: Flutter

I am currently collaborating with another developer to make an app that redefines the way we experience our passions.

THESIS



TITOLO: Monitoraggio e verifica delle procedure attraverso la comprensione delle sequenze di interazioni tra uomo e oggetto

Technologies used: Python

For my three-year thesis, I developed an application to assist operators during industrial procedures. The application guides users through each step of the procedure by telling them with text-to-speech and displaying an explanatory video. A human-object event detection algorithm from an egocentric perspective (EHOI detection) enables the system to capture real-time feedback on user interaction. In this way, the system advances to the next step only when the user's current 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