



# 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

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

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## 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

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## THESIS

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

**Technologies used:** Python , PyQT

For my three-year thesis, 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 .

