



GIULIA MEO

CONTACTS

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LANGUAGES



English - B2



Italian - native speaker

SOFT SKILL

LOGICAL SKILLS

Developed during participation in the Italian Olympiad in Informatics, where I honed the ability to solve complex algorithmic problems.

COMMUNICATION SKILLS

Gained two years of experience as a radio speaker at Radio Zammù, with expertise in writing, hosting, and post-production of radio programs.

Professional Experiences

FULL STACK ENGINEER(FREELANCER)

02/2025 - Now

Citrea Group

- Developing responsive interfaces with React and TypeScript
- Designing and integrating REST APIs with Express
- Structured and managed PostgreSQL schemas and queries

FULL STACK ENGINEER(PART-TIME)

03/2025 - 11/2025

Netsense

- Development of an immersive 3D experience with Three.js
- Developed a cross-platform React Native application for real-time GNSS tracking
- Implemented data transmission to an NGSI-LD server through temporal APIs

BACKEND ENGINEER

07/2024 - 11/2024

Capgemini Engineering

- Development of a cross-platform mobile application with .NET MAUI
- Collaborated in an Agile/Scrum team
- Writing technical documentation for specifications and workflows

FULL STACK ENGINEER

05/2023 - 06/2024

Fincons Group

- Development of web applications with .NET Core and Angular
- Designed and implemented RESTful APIs and managed SQL Server databases
- Implemented unit and integration tests
- Collaborated in an Agile/Scrum team

EDUCATION

ENTREPRENEURIAL PROGRAM PARTICIPANT

05/2025 - 08/20235

Dock Startup Lab

- Managed the full lifecycle of a digital product: ideation, user research, prototyping, validation, and iteration based on customer feedback
- Developed an LLM-powered chatbot using Python, FastAPI, and React

BACHELOR'S DEGREE IN COMPUTER SCIENCE

09/2019 - 04/2023

University of Catania

Final rating: 110/110

- Built strong foundations in software engineering, algorithms, data structures, and advanced programming
- Completed introductory coursework in Machine Learning and Data Mining, gaining familiarity with data preprocessing and classical ML methods

THESIS

TITLE: Monitoring and Verification of Procedures Through Understanding Human-Object Interaction Sequences

Technologies used: Python, PyQt5, OpenCV, pytsx3

- Developed an interactive assistant that guides industrial operators through voice prompts, explanatory videos, and automatic step progression.
- Integrated an existing EHOI (Egocentric Hand-Object Interaction) recognition model.
- Designed and implemented the multi-threaded application architecture.

PROFESSIONAL SKILLS

Programming Languages

C# ● ● ● ○ ○
Python ● ● ● ○ ○
Typescript ● ● ● ○ ○

Database

Relational ● ● ● ○ ○

Versioning & containerization

Git ● ● ● ○ ○
Docker ● ● ○ ○ ○

Web Development

.NET Core ● ● ● ○ ○
HTML/ CSS ● ● ● ○ ○
React ● ● ● ○ ○
Three.js ● ○ ○ ○ ○

Video game development

Unity ● ● ○ ○ ○

Mobile Development

React Native ● ● ● ○ ○