

# Sofia d'Atri

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## EDUCATION

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<b>Master in Computer Science   ETH Zurich</b>   Zurich, Switzerland	Sep. 2024 - Present
• Major: Visual and Interactive Computing, Information Security	
<b>Bachelor in Computer Science   Università della Svizzera Italiana</b>   Lugano, Switzerland	Sep. 2021 - June 2024

- **Full tuition scholarship of merit.** Average: 5.2/6
- Project: **Raytracer** (2023)
  - Created a stochastic raytracer in **C++** with Perlin noise textures, image texturing, optimization, custom obj loader.
  - This project won the 2023 Computer Graphics Rendering Competition.
- Project: **JourneyTales** (2023)
  - **Full-stack developer** on a 12-person team building a travel-focused social media web app with login, friendship, and real-time notification features.
- Project: **HandShake** (2022)
  - Built an instant messaging web app in a 5-person team featuring video calls, group chats, and friend management.
  - Contributed to both **backend** and **frontend (UI/UX)** and led the **advertising campaign**.

## EXPERIENCE

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<b>Physics Simulation Scientific Internship</b>   IST Austria   Vienna, Austria	July 2024 - Sep. 2024
• Developed a 2D <b>surface tracker</b> , focusing on how attributes are transferred as the mesh deforms and as the surface undergoes topological changes using <b>Python</b> and <b>C++</b> .	
• Potential applications are continuum mechanics simulations using the <b>material point method</b> (MPM) and foam simulations.	
<b>Data Management and Workflow Automation</b>   Kellerhals Carrard   Lugano, Switzerland	Dec. 2022 - Present
• Designed and executed <b>automation pipelines</b> using <b>Microsoft Power Automate</b> and <b>Power BI</b> , streamlining document creation, email drafting, and messaging processes.	
• Efficiently managed <b>databases</b> , implementing <b>relational models</b> and <b>SQL queries</b> .	
• Provided <b>technical support</b> and participated in testing phases for the selection of new company programs.	
• Trained colleagues in Excel, Power BI, and AI tools to enhance efficiency and data literacy across teams.	

## IT SKILLS

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**Languages:** C++, JavaScript, Python, C#, C, Java

**Frameworks:** Spring Boot, Vue.js, Node.js, OpenMP, glm, JUnit, Eigen, MEVN stack, OpenXR

**Tools:** Power Automate, Power BI, GitHub Actions, Unity Engine

## EXTRACURRICULAR ACTIVITIES

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<b>Head of Marketing</b>   VIScon (VIS ETH)	Feb. 2025 - Oct. 2025
• Coordinated <b>marketing logistics</b> and project management for VIScon, ETH Zurich's largest student-run tech conference.	
• Managed event's social media accounts, increasing <b>event attendance by over 40%</b> compared to the previous year.	
<b>Social Media Management</b>   Bequantum	Nov. 2022 - Mar. 2024
• Handcrafted posts for BeQuantum's social media profiles and managed a community of <b>300+ members</b> .	
<b>Quantum Computing Lectures and Conferences</b>	Feb. 2022 - Mar. 2023
• Taught <b>quantum computing</b> lectures and programming labs to a total <b>100+ students</b> in high schools in Italy.	
• Held a conference on state of the art of quantum computing for a general non-expert public with <b>50+ attendees</b> .	

## LANGUAGES

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Italian native | English proficient | Spanish intermediate | French basic | German beginner

## HOBBIES

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Playing piano at concerts, cooking, learning languages and active participation in student associations and event organization.