

# Davide Bilardello

STUDENT OF ARTIFICIAL INTELLIGENCE ENGINEERING

Modena, Italy

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## Education

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### UNIMORE(University of Modena and Reggio Emilia)

MASTER DEGREE IN ARTIFICIAL INTELLIGENCE ENGINEERING

Modena, Italy

2024 - Present

### UNIMORE(University of Modena and Reggio Emilia)

BACHELOR DEGREE IN COMPUTER ENGINEERING

Modena, Italy

2020 - 2024

## Skills

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**AI** PyTorch, Computer Vision, LLM and LLM agents

**DevOps** Docker, Jenkins, VPS Linux-based

**Full-Stack** Express, REST API, PrismaORM, Angular SSR, HTML/TailwindCSS, MongoDB

**Programming** Node.js, Python, Java, Rust

**Languages** Italian, English

## Experience

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### Bitebuddy | Digital menu SaaS

Modena, Italy

FOUNDER & SOFTWARE ENGINEER

Nov. 2024 - Present

- Complete management and development of the website and app.
- Using Angular SSR, TailwindCSS, Node.js, MongoDB, Express.js, Stripe API, PrismaORM.
- Application security and website SEO management.

### E38

Modena, Italy

WEB DEVELOPER

Apr. 2024 - Dec. 2024

- Development of new features for a web-based management software application using Angular and .NET.

### JEMORE

Modena, Italy

HEAD OF IT

2023

- Provided training for new members in frontend development and UX design.
- Insight into full-stack development with Flutter, Angular, React/Next and Node.js.
- In-depth study of software engineering and CI/CD.
- Management of a small team.
- Management of internal processes.
- Computer-themed workshops in schools.

## Projects

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### VMART

Italy

COMPUTER VISION AND COGNITIVE FINAL PROJECT

- Technologies used: PyTorch, Unity, Flusk.
- Development of a Mixed Reality application and python microservices for automatic recognition of painting style and genre.

### ParkSense

Italy

UX DESIGN FINAL PROJECT | COMPREHENSIVE STUDY ON THE APPLICATION'S UX.

- Study steps: Research, Benchmarking, Personas, Design System, User journey map and Prototype.

### rust-cc

Italy

REAL-TIME EMBEDDED SYSTEMS FINAL PROJECT

- Development of concurrent cycle garbage collector in Rust.

### Bacrama Tournaments

Italy

WEB APP

- Development of the frontend with Angular and TailwindCSS.