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Turin

Education

BSc Computer Engineering
Politecnico di Torino
2021-2025

MSc Software Engineering
Politecnico di Torino
2025 - Present

Technical Skills

- Python, Java, C, SQL, JavaScript, TypeScript, Rust, Assembly, HTML, CSS, PostgreSQL, MySQL
- React.js, Node.js, Express, PyTorch, iced, Numpy, Pandas, Matplotlib, Express, Vite
- Machine Learning, Deep Learning, Neural Networks, LLM
- Agile Project Management, Scrum

Soft Skills

Teamwork, Problem Solving, Organization & Time Management, Resilience & Adaptability, Continuous Learning

Language

Italian

English - B2 IELTS

DOROTEA MONACO

Software Engineer - AI Engineer -
Full Stack Developer



Profile

Master's Student in Software Engineering at Politecnico di Torino, passionate about AI, software, and cloud technologies. Experienced in developing human-centered solutions, with a focus on accessibility and tools that empower individuals with disabilities. Volunteer work with AISM has strengthened my ability to combine technical expertise with empathy to create meaningful, impactful technologies.



Work Experience

**March
2024 -
July
2024**

Internship

Comune di Torino - Circoscrizione 8

During my internship, I contributed to the digitization of the municipal archive, supported website maintenance, provided digital support, and created digital content to improve communication and accessibility of public information.

**2023 -
Present**

Volunteering

AISM Sezione di Torino

During my volunteering experience, I was actively involved in the organization of informative events, fundraising activities, and awareness campaigns in companies and schools. My role included coordinating logistics, supporting communication with participants, and helping promote the organization's mission to different audiences.



Projects

Ruggine

Rust, Iced, Web Socket, Redis, PostgreSQL

A real-time chat application built with Rust, leveraging WebSockets for instant messaging and Redis for efficient message storage and retrieval. Designed for speed, reliability, and scalability in modern communication environments.

Misfortune Game

JavaScript, Node.js, Express, React, Vite

A card game based on a "misfortune index," featuring both a demo version and a logged-in version. Designed to engage users with strategic gameplay and dynamic scoring.

Pacman

Landtiger LPC1768, Assembly ARM

A classic arcade game implemented in ARM Assembly on the Landtiger LPC1768 board, demonstrating low-level programming and hardware interaction skills.

GeoControl

TypeScript, Agile, Docker, MySQL

An environmental monitoring software that collects and analyzes data from sensors to track and manage environmental conditions in real time.

LinkedIn:

[https://www.linkedin.com/in/dorotea-monaco-0a0bba24a?](https://www.linkedin.com/in/dorotea-monaco-0a0bba24a?lipi=urn%3Ali%3Apage%3Ad_flagship3_profile_view_base_contact_details%3B3b3iiDJ6QJ6ZT6rHcmy7Hg%3D%3D)

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GitHub:

<https://github.com/doroteaMonaco>