Edoardo Colella

Software Engineer

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About me

I am Edoardo Colella, a Master's student in Computer Engineering at the Polytechnic University of Turin.

My passion for software has inspired me to pursue a career in this fascinating field.

My desire is to contribute to technological progress by applying my knowledge in the field of computer engineering, with a particular interest in the application of web technologies and cloud computing.

I am excited by the idea of collaborating with teams of professionals to develop creative solutions and meet customers' needs.

My determination to work together, problem-solving skills and commitment make me an asset in a team environment.

Education

MSC SOFTWARE ENGINEERING | 28.89/30 AVG | POLYTECHNIC OF TURIN | 2022 – CURRENT

I'm learning about software development principles, methodologies, and tools, as well as software architecture, quality assurance, and project management. I'm preparing for careers in software development, with the ability to design, build, and maintain high-quality software systems.

BSC COMPUTER ENGINEERING | 100/110 | POLYTECHNIC OF TURIN | 2018 – 2022

The degree focuses on the design and development of computer systems, networks, and software. The curriculum includes courses in programming, computer architecture, algorithms and data structures, databases, and computer networks. I also learned about mathematics, physics, and electronics.

Experiences

PRESIDENT | MU NU CHAPTER OF HKN | POLYTECHNIC OF TURIN | October 2022 – September 2023

As the president of the Mu Nu Chapter of HKN at the Polytechnic of Turin, Italy, I led the first European chapter of this prestigious IEEE-affiliated honor society, which was established in 2017. In this role, I collaborated with the board members to manage daily activities, shape future initiatives, and introduce innovative proposals. During my tenure, we organized tutoring sessions, company visits, and developed essential IT tools. We also hosted Corporate Training sessions to enhance members' skills and successfully organized public events, earning the Key Chapter Award 2023 from HKN for our outstanding contributions and achievements.

STUDENT TEACHING ASSISTANT | POLYTECHNIC OF TURIN | 2022 – 2024

I helped students in Politics and Technology, Operating Systems, Human Computer Interaction, Object Oriented Programming (Java) and Computer Science (Python) courses during their lab practice sessions. provided answers to their questions, offered guidance on programming techniques, helped with debugging code, demonstrated coding examples, and reviewed student code to support their understanding of programming.

Skills

TECHNOLOGIES

Software Engineering - Algorithms - Mobile Development - Operating Systems - Database Technologies - Web programming
C - C++ - C# - Kotlin - Java - Javascript - Python - SQL - Spring Framework - REST - Node.js - React.js

SOFT SKILLS

Communication - Teamwork - Flexibility - Initiative - Leadership - Problem Solving - Time management - Adaptability - Work methodologies

LANGUAGES

- Italian: native speaker
- English: fluent

Certifications

AWS Certified Cloud Practitioner
20-10-2023

Projects

LIVEARTVR | POLYTECHNIC OF TURIN
LiveArtVR is a software made in Unity and C# for Human Computer Interaction course. It allows users to visit museums through VR technology. (Repository)

HIKEFIVE! | POLYTECHNIC OF TURIN
HikeFIVE! is a web application developed in JavaScript with the React framework for the frontend and express.js for the backend. The project was carried out by a group of 5 students for the Software Engineering II course. (Repository)

SPORT TIME | POLYTECHNIC OF TURIN
Android application, made in Kotlin and Firebase, that allow users to reserve playing courts and invite friends. (Repository)

TICKETING SYSTEM | POLYTECHNIC OF TURIN
Backend of a web application, made in Kotlin, Spring, MongoDB and with a microservice architecture, that allows customers of electronic goods to manage assistance tickets. (Repository)

P-WAY GRAPH PARTITIONING | POLYTECHNIC OF TURIN | CURRENT
Sequential and parallel software that manages graphs, creating balanced partitions.