

Edoardo Colella

Software Engineer

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Skills

TECHNOLOGIES

C | C++ | C# | GO | Kotlin | Java | Javascript | Typescript | HTML | CSS | Python | SQL | ARM

Optimization algorithms | Dynamic programming | Mobile Application Development | UNIX | MongoDB | PostgreSQL | Docker | Kubernetes
Microservices architectures | Spring Framework | REST | GraphQL | Web Development | Node.js | React.js | Next.js | Express.js | Bootstrap | MaterialUI
Formal Languages and Compilers | Unity3D | Gradle

SOFT SKILLS

Communication | Collaboration | Leadership | Problem Solving | Time management | Adaptability | Agile methodology

Experiences

PRESIDENT | MU NU CHAPTER OF HKN | POLYTECHNIC OF TURIN | 2022 – IN PROGRESS

HKN is the international honor society of the Institute of Electrical and Electronics Engineers (IEEE). The Mu Nu chapter is the first Italian and European chapter and was founded in 2017 at Polytechnic of Turin.

As president of the Mu Nu Chapter I am in charge of administering and supervising the activities of the association on a daily basis. Together with the other members of the Board, I make decisions about future activities and propose new ones.

During my term, the association organized tutoring sessions on various subjects, visits to companies specializing in the development of innovative projects in IT and electronics, carried on the development of IT tools useful for the management of the association itself, and Corporate Training sessions on various Hard and Soft skills.

STUDENT TEACHING ASSISTANT FOR OBJECT-ORIENTED PROGRAMMING COURSE | POLYTECHNIC OF TURIN | 2023

I assisted students with their practical exercises and hands-on learning of the language. I 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 Java programming.

STUDENT TEACHING ASSISTANT FOR COMPUTER SCIENCE COURSE | POLYTECHNIC OF TURIN | 2022

I assisted students with their practical exercises and hands-on learning of the language. I 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 Python programming.

STUDENT TEACHING ASSISTANT FOR POLITICS AND TECHNOLOGY COURSE | POLYTECHNIC OF TURIN | 2022

I have helped students of any engineering course of the university in their research on the social and economic impact of modern technologies, such as AI or Cloud. I gave them all my knowledge on these topics and how these tools change the world of technological development.

Education

MSC SOFTWARE ENGINEERING || POLYTECHNIC OF TURIN | 2022 – IN PROGRESS

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.

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](#))

STUDYPLAN | POLYTECHNIC OF TURIN

Simple web app in React and Express for the Web Application I course. Allows students to prepare their own Study Plan for enrollment ([Repository](#))

Mobile Application Development PROJECT | POLYTECHNIC OF TURIN

Android application, made in Kotlin and Firebase, that supports a Sport Association in managing the reservations of a set of playing courts.

Web Application II | POLYTECHNIC OF TURIN

Backend web application, made in Kotlin, Spring, MongoDB and with a microservice architecture, that allows customers of electronic goods to manage assistance tickets.