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PROFILE

Enthusiastic Computer Science student currently averaging a first. Creative self-taught Java and Python programmer with a thirst for knowledge. 3rd place in MLH Hackathon. Fascinated by how things work, I love environments in which I can learn and grow into. Stimulated by challenges, and a great problem solver. Versatile. Fast learner. Keen interest in machine learning and AI. Determined to change the world by realising innovative IT projects. Strive for better, never settle for 'ok' solutions. Ambitious, goal achiever.

SKILLS

- Proficient in Java
- Experienced with Python, Unix Scripting, MySQL, Android SDK, Swift, JUnit testing.
- Familiar with C, Scikit-learn framework, PHP, HTML, CSS, jQuery, MongoDB.
- Experience in Agile Software Development
- Git version control.
- Languages: proficient in Italian (native) and English (IELTS: 7.5).
- Languages: intermediate in Spanish, beginner in Mandarin Chinese
- Prominent in Maths, Logic, and problem solving.
- Creative hard worker as team member or individual.

WORK EXPERIENCE

May 2016 - Present **Co-Founder and Chief Mobile Developer, GoCardX**

Co-founded a social-network start-up, we raised £3,000 by pitching the product at a TakeOff competition, as well as achieving our goal of winning a mentorship at a Dragon's Den competition.

In charge of developing and directing the works of the Android and iOS application. Demonstrating great team working, and team management abilities, as well as mobile software design skills and Agile Software Development.

Dec 2012 - Jun 2013 **Software Developer and Editor, HackStore, <http://hack-store.com>**

Having published OSX scripts on HackStore platform, they offered me additional editorial rights to publish scripts without moderation. Soon after presenting an idea for a theme styler, HackStore hired me as a freelancer to develop the project.

Completed requirement analysis, the web application was created in JavaScript, HTML and CSS. iConStyler was the first theming platform for non-jailbroken iOS devices.

Demonstrated problem solving skills and gained experience as a front-end developer. Time management, and good management of the project.

EDUCATION

2015 - Present University of Southampton, MEng Computer Science

- **Programming I and II**, Mark: 81% and 96%. Covering Java and OOP concepts, JUnit testing introducing C. Main projects: Zoo simulator, Fractal Explorer, Client/Server Online Auction System.
- **Algorithmics** Mark: 94%. ADTs and famous algorithms including: search, sorts, encodings and graphs.
- **Data Management**, Mark 89%. Experiencing MySQL and NoSQL database systems, UNIX scripting.
- **Software Modelling and Design**, Mark:88%. Modelling techniques (UML and Event-B) and its mapping to code. Improving team working skills as we are divided into groups to design two projects.
- **Foundation of Computer Science**, Mark: 88%. Extending mathematical and logical background.
- **Computer Systems**, Mark: 70%. Understanding hardware components and their relation to the software, learning ARM Assembly language.
- **Professional Development**, Mark: 70%. Enhancing professional skills : team work, public speech and presentational skills, as well as report writing.

2010 - 2015 Liceo Scientifico Amedeo Avogadro, Rome, Italy. Diploma Esame di Stato 100/100

Completed my school studies achieving 100% in the final exam, covering 10 different subjects, including:

- Maths 10/10
- Physics 10/10

INTERESTS AND ACHIEVEMENTS

- Achieved third place in SotonHack hackathon in partnership with Major League Hacking. Showing good team leading skills and strong ability to learn quickly. Rapidly familiarised with the Android Development environment. Introduced to Firebase Database System.
- Selected to take part in J.P. Morgan and Cambridge Coding's Machine Learning workshop. Advanced in Scikit-learn and machine learning techniques. Final project: spam detector with 98% accuracy.
- Took part in internet security hackathons hosted by Netcraft and BT GES as part of a group. Gained experience with PHP, SQL, Unix, Tor, and web security in general.
- Joined the experienced Java programmers group 'Space Cadets' at University of Southampton and solved most of their weekly challenges. Presented my solutions to the rest of the group.
- Member of 'SRSN' (Società Romana di Science Naturali), a society in which I have had the chance to meet, learn from, and share ideas with qualified academics in Rome.
- Part of a water-polo team for 5 years, learnt the importance of following a team leader, and how to lead a team as well.
- Member of the University Triathlon Team, I believe in the latin motto: *Mens sana in corpore sano* .
- Traveller, visiting or living in different countries keeping my mind flexible to new ideas. My passion for travelling encouraged me to move to a new country.

REFERENCES

Available upon request.
