Fabio **Codiglioni**

COMPUTER SCIENCE AND ENGINEERING STUDENT

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Experience

Healthy Reply	*Milan*
IT CONSULTANT	*Sep. 2020 - Present*

Education

Politecnico di Milano	*Milano, Italia*
MS IN COMPUTER SCIENCE END ENGINEERING	*Sep. 2018 – Present*
Course track: pervasive systems · Current average: 28.47 / 30	
Politecnico di Milano	*Milano, Italia*
BS IN INGEGNERIA INFORMATICA	*Sep. 2015 – Sep. 2018*
Final mark: 100 / 110	
Liceo Scientifico Statale Elio Vittorini	*Milano, Italia*
HIGH SCHOOL	*Sep. 2010 – Jun. 2015*
Final mark: 100 / 100	

Projects

iOS Application	*Swift*
DESIGN AND IMPLEMENTATION OF MOBILE APPLICATIONS	*Alenichel/CodiglioniNichelini-SmartTourist*
Design and implementation of a mobile application for tourists. This project is being developed in collaboration with *Bending Spoons*.	
Temperature WSN	*TinyOS*
MIDDLEWARE TECHNOLOGIES FOR DISTRIBUTED SYSTEMS	*fabiocody/mtds-project-tinyos*
Implementation and simulation of a multi-hop Wireless Sensor Network.	
Website	*JavaScript · HTML · CSS*
HYPERMEDIA APPLICATIONS	*quality-time-bank.herokuapp.com*
Design and implementation of a website for a voluntary association.	
BarbequeueRTRM	*C++*
ADVANCED OPERATING SYSTEMS	*fabiocody/AOS_Project*
Implementation using Google Protocol Buffer of the inter-process communication layer of a runtime resource manager.	
Sagrada	*Java*
SOFTWARE ENGINEERING	*fabiocody/ProgettoIngSwFLK*
Implementation of a software version of a board game.	

Skills

Programming	C/C++ · Python · Java · Swift · Flutter
Operating Systems	macOS · Linux
Languages	Italian (native speaker) · English (C1)

Extracurricular Activity

2017 – Present	Design and implementation of a mobile application for money tracking using Flutter.
2015 – Present	Peer tutoring.
2020	NVIDIA Deep Learning Institute Certificate on *Fundamentals of accelerated computing with CUDA C/C++*.