

# Fabio Codiglioni

COMPUTER SCIENCE AND ENGINEERING STUDENT

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## Education

### Politecnico di Milano

MS IN COMPUTER SCIENCE AND ENGINEERING

Current average: 27.67 / 30

Milano, Italia

Sep. 2018 – Present

### Politecnico di Milano

BS IN INGEGNERIA INFORMATICA

Final mark: 100 / 110

Milano, Italia

Sep. 2015 – Sep. 2018

### Liceo Scientifico Statale Elio Vittorini

HIGH SCHOOL

Final mark: 100 / 100

Milano, Italia

Sep. 2010 – Jun. 2015

## Projects

### iOS Application

DESIGN AND IMPLEMENTATION OF MOBILE APPLICATIONS

Design and implementation of a mobile application for tourists. This project is being developed in collaboration with *Bending Spoons*.

Swift

Ongoing

### Temperature WSN

MIDDLEWARE TECHNOLOGIES FOR DISTRIBUTED SYSTEMS

Implementation and simulation of a multi-hop Wireless Sensor Network.

TinyOS

Ongoing

### Website

HYPERMEDIA APPLICATIONS

Design and implementation of a website for a voluntary association.

JavaScript · HTML · CSS

Ongoing

### BarbequeueRTRM

ADVANCED OPERATING SYSTEMS

Implementation using Google Protocol Buffer of the inter-process communication layer of a runtime resource manager.

[https://github.com/fabiocody/AOS\\_Project/tree/protobuf](https://github.com/fabiocody/AOS_Project/tree/protobuf)

C++

2019

### Smart bins

INTERNET OF THINGS

Implementation and simulation of a smart bins system.

<https://github.com/fabiocody/CodiglioniNichelinIoT>

Contiki

2019

### Sagrada

SOFTWARE ENGINEERING

Implementation of a software version of a board game.

<https://github.com/fabiocody/ProgettoIngSwFLK>

Java

2018

## Skills

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

## Extracurricular Activity

**2017-Present** Design and implementation of a mobile application for money tracking.

**2015-Present** Peer tutoring.