

Fabio Codiglioni

COMPUTER SCIENCE AND ENGINEERING STUDENT

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Education

Politecnico di Milano

MS IN COMPUTER SCIENCE AND ENGINEERING

Course track: pervasive systems · Current average: 28.39 / 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

Retiming synchronous circuitry

ADVANCED ALGORITHMS AND PARALLEL PROGRAMMING

Implementation of the algorithms described in the homonymous paper by Leiserson and Saxe.

Python

Ongoing

Temperature WSN

MIDDLEWARE TECHNOLOGIES FOR DISTRIBUTED SYSTEMS

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

TinyOS

🔗 fabiocody/mtds-project-tinyos

Website

HYPERMEDIA APPLICATIONS

Design and implementation of a website for a voluntary association.

JavaScript · HTML · CSS

🔗 quality-time-bank.herokuapp.com

BarbequeueRTRM

ADVANCED OPERATING SYSTEMS

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

C++

🔗 fabiocody/AOS_Project

Sagrada

SOFTWARE ENGINEERING

Implementation of a software version of a board game.

Java

🔗 fabiocody/ProgettoIngSwFLK

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++*.