

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: 28.19 / 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

2020

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

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 · 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.
2015-Present Peer tutoring.
2020 NVIDIA Deep Learning Institute Certificate on *Fundamentals of accelerated computing with CUDA C/C++*.