Filippo **Brugnolaro**

COMPUTER SCIENCE STUDENT · UNIVERSITY OF PADOVA

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Education ────────────────────────────────

University of Padova *Padova, Italy*

MSc IN COMPUTER SCIENCE - INTERNET, MOBILE AND SECURITY - GRADE 110L/110 *Oct. 2022 - Sep. 2024*

- **Relevant coursework:** Advanced Algorithms, Computability, Mobile Programming, Web Information Management, Startup in ICT, Functional Languages, Data Mining, Programming Languages, Methods & Models for Combinatorial Optimization, Computer & Network Security
- **Focus:** Internet, Mobile and Security and briefly on theory of programming languages
- **Thesis:** Netcare: a cross-platform mobile application to ensure the quality of life of caregivers having patients with chronic diseases

University of Padova *Padova, Italy*

BSc IN COMPUTER SCIENCE - GRADE 107/110 *Oct. 2019 - Sep. 2022*

- **Relevant coursework:** Algorithms & Data Structures, Object Oriented Programming, Software Engineering, Databases, Web Technologies, Open-source Technologies, Automata and Formal Languages, Operations Research, Operating Systems, Computer Networks
- **Thesis:** Development of a software module for purchasing order management using heuristic optimisation methods (Italian only)

Experience ────────────────────────────────

Math, Physics and Computer Science Tutoring *Cittadella, Padova, Italy*

FREELANCE *Jul. 2017 - Present*

Engaged in a learning experience with personal tutoring experience in Mathematics, Physics, and Computer Science
- Offering in-depth knowledge and guidance on **polynomials**, **limits**, **derivatives** and **integral calculus**
- Guiding students through dynamic forces, thermodynamics and electromagnetism
- Providing expertise in **C++**, **object-oriented programming** and well-versed in **algorithms & data structures**

Preparing extra simulations before class test and boasting students results with **90% success** rate

Ergon Informatica *Castelfranco Veneto, Treviso, Italy*

SOFTWARE DEVELOPER - INTERNSHIP *Jul. 2022 - Sept. 2022*

- Contributed to the development of an **ERP** optimization module enhancing purchasing order management
- Spearheaded the implementation of a **Tabu search** heuristic method
- Produced comprehensive **Requirements Analysis** and **Software Architecture** documentation
- Conducted simulations revealing potential savings ranging **from 3% to 7%** annually for client companies

Leveraged knowledge: Algorithms and Data Structures, C# and Design Patterns

Projects ────────────────────────────────

Edukid *Padova, Italy*

TEAMWORK - GITHUB.COM/FILIPPOBRUGNOLARO/EDUKID_MPM *September, 2023*

- Collaborated on a **multi-platform trivia** application aimed at enhancing children's learning across various subjects
- Led the design and implementation of the **API**, **architecture** and **User Interface**
- Presented the application at the Science4All event in Padova being **1**[st] **most used** application

Technologies used: Flutter, Firebase

TinyML Interpreter *Padova, Italy*

INDIVIDUAL - GITHUB.COM/FILIPPOBRUGNOLARO/TinyML *February, 2023*

- Crafted a subset ML programming language interpreter, showcasing deep understanding of programming language
- Included key contributions on the implementation of **type inference** algorithm and evaluation of application expressions
- Passed evaluation of correctness with **100%** test cases success rate

Technologies used: F#

Artworks Tracker *Padova, Italy*

TEAMWORK - GITHUB.COM/FILIPPOBRUGNOLARO/ARTWORKS-TRACKER-APP *January, 2023*

- Cooperated on an **Android** application designed to enhance museum visits through **Bluetooth beacons**
- Led the building through the development of the **API** and **User Interface**
- Improved from an **accessibility** standpoint, incorporating audio features and creating an accessible path for users
- Tested the application thanks to usage of 8 disabled people achieving **100%** of positive feedback

Technologies used: Kotlin, Jetpack Compose

Distilleria Veneta *Padova, Italy*

TEAMWORK - GITHUB.COM/FILIPPOBRUGNOLARO/DISTILLERIAVENETA *September, 2021*

- Participated on the design and development of a cash desk **Desktop application** efficiently managing and storing all bills
- Led the design and implementation of the application's **architecture**, establishing a clear hierarchy
- Improved a small company efficiency during selling phase increasing it by **5%**

Technologies used: C++, Qt Framework

MORE PROJECTS CAN BE FOUND ON MY GITHUB PROFILE (GITHUB.COM/FILIPPOBRUGNOLARO)

Skills ────────────────────────────────

Languages	Italian (C2 level), English (B2 level), Spanish (A2 level)
Technologies	React, HTML5, CSS, PHP, C++, Qt, Java, Kotlin, Jetpack Compose, Dart, Python, Javascript, F#, SQL, Docker, Git