

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

Oct. 2022 - Exp. Sept. 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

University of Padova

Padova, Italy

B.S. 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

- Maths: polynomials, trigonometry, limits, derivatives, integral calculus
- Physics: dynamics, thermodynamics, fluid dynamics, electromagnetism, relativity theory
- Computer Science: C++, object-oriented programming, algorithms & data structures, databases
- Simulations done before the class test with **90% successful** rate

Ergon Informatica

Castelfranco Veneto, Treviso, Italy

SOFTWARE DEVELOPER - INTERNSHIP

Jul. 2022 - Sept. 2022

- Development of an **ERP** optimization module for purchasing order management
- Implementation of a **Tabu search** heuristic method
- Production of related Requirements Analysis and Software Architecture documentation
- Run simulations with potential savings **between 3% to 7%** yearly for companies
- **Leverages knowledge:** Algorithms and Data Structures, C# and Design Patterns

Projects

Edukid

Padova, Italy

TEAMWORK - [GITHUB.COM/FILIPPOBRUGNOLARO/EDUKID_MPM](https://github.com/FilippoBrugnolaro/edukid_mpm)

September, 2023

- Multi-platform trivia application for improving kids' learning in different subjects
- Design and implementation of API, architecture and User Interface of the application
- Application has been presented during Science4All event in Padova to engage kids
- **Technologies used:** Flutter, Firebase

TinyML

Padova, Italy

INDIVIDUAL - [GITHUB.COM/FILIPPOBRUGNOLARO/TINYML](https://github.com/FilippoBrugnolaro/tinyml)

February, 2023

- Interpreter for F# based on a subset of expressions of ML programming language
- Implementation of type inference algorithm and evaluation of application expressions
- **Technologies used:** F#

Artworks Tracker

Padova, Italy

TEAMWORK - [GITHUB.COM/FILIPPOBRUGNOLARO/ARTWORKS-TRACKER-APP](https://github.com/FilippoBrugnolaro/artworks-tracker-app)

January, 2023

- Android application useful for visiting museums in an accessible way through Bluetooth beacons
- Design and implementation of API and User Interface of the application
- Improved a recent project from the accessibility point of view using audio and accessible path
- **Technologies used:** Kotlin, Jetpack Compose

Distilleria Veneta

Padova, Italy

TEAMWORK - [GITHUB.COM/FILIPPOBRUGNOLARO/DISTILLERIAVENETA](https://github.com/FilippoBrugnolaro/distilleriaveneta)

September, 2021

- Designed and developed a cash desk Desktop application for a grappa shop saving all the generated bills
- Design and implementation of architecture a hierarchy of the application
- Desktop application used by a small company in the territory
- **Technologies used:** C++, Qt Framework

MORE PROJECTS CAN BE FOUND ON MY GITHUB PROFILE ([GITHUB.COM/FILIPPOBRUGNOLARO](https://github.com/FilippoBrugnolaro))

Skills

Languages Italian (C2 level), English (B2 level), Spanish (A2 level)

Technologies React, HTML5, CSS, PHP, C++, Qt, C#, JAVA, Kotlin, Jetpack Compose, Dart, Python, Javascript, F#, SQL, OPL, R, Docker, Git