Gianmaria Del Monte

Software Engineer

- 12 December 1996
- Terracina (LT) - Via Marcia 23
- +39 3386852481
- gmgigi96
- Gianmaria Del Monte
- gia.delmonte96@gmail.com

About me

Graduated in Engineering in Computer Science with honors, I am interested in software development, focusing on analysis, design, development, testing and documentation. Having a strong communication and leadership gained in university projects. I am a great problem solver, quickly learner, mastering new technologies. I am able to work both in a team and using own initiative.

Skills

HARD SKILLS

Advanced: Java, C, Python, Julia
Intermediate: Kotlin, Python, IA32, PostgreSQL, MongoDB, Corona SDK, Akka, OpenCL, Git, Bash, Awk, Katharà/Netkit
Basis: Flutter, LaTeX, AWS, Spark, Hive, Hadoop

SOFT SKILLS

Problem solving: thanks to the master degree in Engineering in CS
Communication skill: thanks to tutor experience for the Fundamentals of Computer Science course in my university
Team leader: thanks to university projects

Education

2019-2020	M.Sc. in Engineering in Computer Science	Roma Tre University

Roma Tre University
Thesis title: *Scaling blockchains without giving up decentralization and security*
Thesis supervisor: Prof. Maurizio Pizzonia
Final mark: 110/110 cum laude

2016-2018	B.Sc. in Engineering in Computer Science	Roma Tre University

Thesis title: *Implementation of an efficient protocol for data integrity on Cloud*
Thesis supervisor: Prof. Maurizio Pizzonia
Final mark: 110/110 cum laude

2011-2015	Scientific High school	Terracina

Grade: 100/100

Publications

2020 — Del Monte, Gianmaria, Diego Pennino, and Maurizio Pizzonia. "Scaling Blockchains Without Giving up Decentralization and Security." *In proceeding of 3rd Workshop on Cryptocurrencies and Blockchains for Distributed Systems CryBlock (2020).* To appear.

Awards

2019 — 3rd place in local competitions of CyberChallenge 2019
2018 — *Luca Raso* scholarship for best students enrolled in Master's degree in Engineering in Computer Science at Roma Tre University.
2016 — Scholarship for best average grade in the Engineering Department of Roma Tre University.

Projects

2018	GelCube	Mobile game

A 2D platform game for both Android and iOS.

2018	R3busFormazione	Web Application

A web application to manage a training centre, deployed on Heroku.

2018	Pipeline Integrity	Cybersecurity

Implementation of an efficient protocol for data integrity, realized with actor model, using Akka Framework and Kotlin, for my bachelor thesis.

2020	Lambda Architecture	Big Data Processing

Implementation of a lambda architecture to make analisys on Stack Overflow dataset, deployed on AWS EMR.

Relevant exams

Software analisys and design: 26
Software architectures: 30 with honors
Mobile computing: 30 with honors
Object oriented programming: 30 with honors
Parallel and distributed programming: 30 with honors
Databases 1/2: 30
Functional programming: 30 with honors

Interests

Playing violin, classical music, etnical music, technology, Arduino