# MATTIA MENEGALE

### Founder & Student

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#### **EDUCATION**

Bachelor's degree Computer Engineering

# University of Padua

**== 2021 - 2024** 

Padua, PD, Italy

GCE Advanced Level
Mathematics and Computer
Science

### Liceo Majorana-Corner

**== 2015 - 2020** 

Mirano, VE, Italy

GPA: 100/100

#### PRACTICAL SKILLS

- Agile software development
- Product management
- Mobile development
- Problem-solving
- Team management, Teamwork and Collaboration
- Creativity, Curiosity, Learning and Adaptability

#### TECHNICAL SKILLS

- Frameworks: Flutter, Google Cloud Platform
- VC: Github
- Testing: |Unit
- IDE: Intellij Idea, Android Studio
- PL (advanced): Java, C++, Dart
- PL (familiar): HTML/CSS, JavaFX

#### MY PROFILE

Determined Startup Founder and passionate Computer Engineering Student with a strong interest in software engineering and focused on innovative solutions. Skilled in product management, I leverage my creativity and problem-solving skills to develop high-quality software. Through empathy and collaboration, I create a productive and stimulating work environment to deliver project success. Seeking new challenges to apply my technical skills and acquire new expertise.

#### PROJECTS EXPERIENCE

# Social Network Startup

🖮 June 2022 - current

- Independently developed a social network app that runs on both iOS and Android devices
- Learned and mastered the Flutter framework, Dart programming language, and Cloud Firestore in 3 months
- Overcame user management and state handling challenges
- Organized a NoSQL database connected with the app through JSON queries
- Implemented a map screen using the Google Maps API
- Conducted specific market and competitor analyses related to costumers' needs
- Presented software to an expert software engineer receiving recognition for design ideas, implementation and market alignment
- Conducted interviews and successfully onboarded 2 collaborators to enhance the project

# Software Engineering Project

### **University of Padua**

- m April 2023 June 2023
  - Collaborated with a 4 individuals team and delivered a 30/30 score project
  - Executed Agile-Scrum development strategy
  - Gathered project requirements through Use Cases and User Stories, ensuring alignment with stakeholder needs
  - Crafted a comprehensive software architecture, producing design artifacts including Domain Models, Design Class Models and Sequence Diagrams
  - Utilized GRASP and GoF design patterns to enhance software's maintainability and scalability
  - Conducted testing, including Unit Tests (JUnit) and manual System Tests, to ensure software reliability and functionality

#### LANGUAGES

- English: professional working proficiency
- Italian: native