

# Davide Marinotto

## Full-Stack Software Engineer

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## Education

September 2018 - March 2022

### **ENGINEERING OF COMPUTING SYSTEMS** POLITECNICO DI MILANO

Bachelor of Science in Engineering of Computing Systems at Politecnico di Milano has the objective of preparing engineers with a broad range of information technology methodologies used to deal with and solve complex problems.

I learned to design computers, networks, satellites, mobile devices, and innovative solutions such as e-Business, e-Learning, e-Government.

September 2013 - June 2018

### **AUTOMATION AND ELECTRONIC DIPLOMA** GIULIO CIAMPINI HIGH SCHOOL

I learned many of the skills common to all technical schools and electronics specific-skills like applying electronics and electrical engineering procedures to the study and design of electronic and electrical systems and equipment.

## Relevant Experience

September 2018 - March 2022

### **FULL-STACK DEVELOPER** FARGO STUDIO

Fargo is Italian agency specializing in design and communication. My collaboration with Fargo began with learning in order to improve their Wordpress-based eco system. Thanks to the adoption of modern technologies and the experience of the Fargo team, we have made the development environment more secure, scalable and performing.

## Projects

### **MULTIPLAYER ONLINE BOARD GAME - MOBG**

Digital implementation of Masters of Renaissance, a board game from Cranio Creator

### **AMAZON ALEXA IN A HEALTHY ENVIRONMENT**

ALEXA and engagement management for people with cognitive impairment

### **FPGA ALGORITHM**

Histogram equalization algorithm on FPGA

### **HIGHLY EFFICIENT GRAPHRANKER ALGORITHM**

GraphRanker Algorithm write in C

## Skills

### **LANGUAGES**

Javascript, TypeScript, HTML, CSS, C, Java, VHDL, Go

### **FRAMEWORKS AND LIBRARIES**

React, Nextjs, Cypress, Jest, Node, Express

### **TOOLS**

Git, Docker, JetBrains IDE, VSCode, Adobe Photoshop, Adobe Illustrator, Affinity Designer

### **PLATFORMS**

Wordpress, GitHub, AWS, Sanity, OAuth