MATILDE GHIDINI

COMPUTER SCIENCE GRADUATE

I'm a recent Computer Science graduate, passionate about Human-Computer Interaction, aspiring to specialize in UX Design.
I'm an enthusiastic traveler and fluent in four languages, with valuable international study and work experiences.

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EDUCATION

Bachelor Degree in Computer Science
Università degli Studi Milano Bicocca | 2019 - 2024

Erasmus - Software Engineering
Universidad de Sevilla | 2022

High School Diploma in Languages
I.I.S Grazio Cossali Orzinuovi | 2014 - 2019

LANGUAGES

Italian: native speaker
English: full professional proficiency
Spanish: full professional proficiency
French: professional proficiency

TECHNICAL SKILLS

Java

Python

Flask

MATLAB (Image Processing Toolbox)

Android Programming - Android Studio

Fundamentals of Machine Leaning and Deep Learning

LaTeX for academic writing

Git Versioning

EXPERIENCE

Project Intern

MUDI Lab, Unimib | October 2023 - March 2024

- Collaborated with MUDI Lab on a thesis project focused on the developement of a Decision Support System.
- Developed a web app that implements a Clinical Decision Support System using Machine Learning Models.
- Documented and compiled a final report, outlining methodologies, results, and conclusions.
- Presented and defended thesis to academic committee.

Summer Intern

Celonis SL, Madrid | June 2023 - August 2023

- Participated in a rotational program and worked in two different departments: Sustainability and Engineering.
- **Sustainability:** collaborated on a project involving data analysis and evaluation of various algorithms, including Machine Learning models.
- **Engineering:** contributed to a Java application in the back-end, adding new features and working on Java testing.

PROJECTS

Dardos

MATLAB Application | 2022

- Development of an application for Digital Image Processing course, in a 2 members team.
- Given images of a dartboard, the app can calculate the score of a dart game.
- The algorithm implementation and the app development were realized using MATLAB Image Processing Toolbox.
- The algorithm uses image processing techniques in order to recognize the score of a dart thrown at a dartboard, on the basis of images uploaded by the user.

Intesa Vincente

Android Application | 2021

- Android app design and development for Mobile Development Programming course, in a 4 members team.
- The app takes inspiration from a famous Italian TV Game Show ("Reazione a Catena, l'Intesa Vincente") and gives the users the opportunity to play said game on their smartphones.
- The app was designed according to Google Android guidelines and Material Design principles.
- Java language and Android Studio IDE have been used for the implementation.
- Other external services have been used, such as Firebase and the Retrofit library.
- The final project was evaluated by the examination board and received a score of 29/30.