

MICHELE RIGHI

Computer Engineer with 6+ years of coding experience; passionate about graphical/game development and open source, proficient in a variety of libraries and frameworks; motivated geek who loves solving problems and gathering knowledge and competences; currently seeking for a traineeship experience in a challenging work environment.



CONTACT

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 Michele Righi

SKILLS

Programming

C
Java
SQL
Bash
HTML/CSS
JavaScript
C#
Dart
Python
C++
Go
Kotlin
Prolog

Operating Systems

Windows
Linux
"Android"

Software, Frameworks & Tools

JavaFX
SDL2
Unity
Flutter
GitHub
Gradle
Microsoft 365
Microsoft Azure
Docker
OpenGL

Languages

Italian
English
French

CERTIFICATES

IELTS Academic 7.0
(ID: 22IT002691RIGM010A)
Unity Essentials
DataCamp Python Fundamentals

EDUCATION

2021-09 - present
 Alma Mater Studiorum,
University of Bologna, Italy
Master of Computer Engineering

2017-09 - 2021-03
 Alma Mater Studiorum,
University of Bologna, Italy
Bachelor of Computer Engineering

WORK HISTORY

2016 - 2020
 Michele Righi, Republic of San Marino
Sales clerk & cashier
I worked in my dad's light armory shop (it was a small family business). The job was on call, during summer.

2016 - present
 Michele Righi, Republic of San Marino
Scrutineer & election assistant

BEST PROJECTS

2022-10 - present
 Innovation and Project Management M
Pack-a-Punch: Moddy
Moddy is a modular packaging box born to meet the needs of the distribution of humanitarian aid. Its modules can be broken down to create objects for various (re)uses.

2022-08 - 2023-04
 Software Systems Engineering M
Team BCR: WasteService
WasteService is a distributed and heterogeneous system for a differentiated waste-disposal service. We worked in a team of 3, following Scrum Agile methodology.

ACHIEVEMENTS, HONOURS AND AWARDS

Our project Moddy won (classified 1st out of 14) the **Innovation and Project Management Competition 2022**

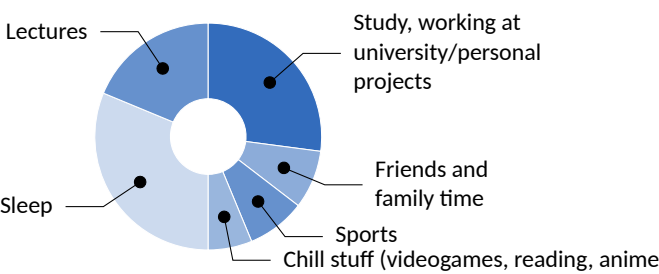
Our project Moddy was selected (classified 19th out of 97 emerging ideas) for the **Call for Startup 2023**

Our team won the **Alma Mater Fest 2022 volleyball tournament**

GENERAL SKILLS

Problem solving Creativity Eye for detail Teamwork Agile scrum
Design patterns and principles DevOps

A COMMON DAY OF MY LIFE



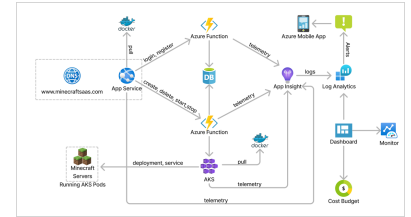
OTHER PROJECTS

Minecraft SaaS

📅 2023-05 - 2023-07
📖 Scalable and Reliable Services M
🔗 GitHub Repository

Minecraft Software as a Service (SaaS) is a cloud-based hosting service for Minecraft servers, powered by **Microsoft Azure** and **Kubernetes**.

Scalability Reliability DevSecOps Microservices
Microsoft Azure Kubernetes C# ASP.NET Next.js



Punchline!

📅 2023-04 - 2023-05
🔗 GitHub Repository
🎮 LudumDare 53 entry

Punchline! is a game about an amateur comedian that tries to tell his best joke (delivery of a punchline) while dealing with a particularly difficult audience. We made it for the **LudumDare53** game jam, in **72 hours**, about the theme "delivery", and we used only **assets made by our team**.

Game jam Blender Unity C#



Pack-a-Punch: Moddy

📅 2022-10 - present
📖 Innovation and Project Management M
🔗 GitHub Repository
🔗 LinkTree

Moddy is a modular packaging box born to meet the needs of the distribution of humanitarian aid. Its modules can be broken down to create utility objects, making the box reusable. The project includes a prototype of an application used to build boxes and track inventory.

Innovation Startup Business plan Unity C#



Team BCR: WasteService

📅 2022-08 - 2023-04
📖 Software Systems Engineering M
🔗 GitHub Repository
🎥 Demo Video

WasteService is a **distributed and heterogeneous system** for a differentiated waste-disposal service.

Agile SCRUM Domain Specific Languages Raspberry Pi4
Design Patterns Design Principles Java Spring Boot
JavaFX Kotlin Flutter Python C



Poké-Pi-Dex

📅 2021-07 - 2021-12
📖 Digital Systems M
🔗 GitHub Repository
🎥 Presentation Video

Poké-Pi-Dex is device that emulates a Pokédex: it can classify Pokémon from the first generation through a picture. It runs on a **Raspberry Pi4** with a **picamera** and other components attached, and we also made a fancy cardboard case to fit it in.

Deep learning Computer vision CNN Raspberry Pi4
Python Keras OpenCV Tensorflow Tkinter



Gionnino9000: Tavoletta

📅 2022-04 - 2022-05
📖 Foundations Of Artificial Intelligence M
🔗 GitHub Repository

Tavoletta is an AI player that can play the boardgame *Tablut* with *Ashton's rules*. We implemented it for the AI Tablut Challenge 2022.

Java Artificial Intelligence MinMax Alpha-Beta pruning
Iterative deepening

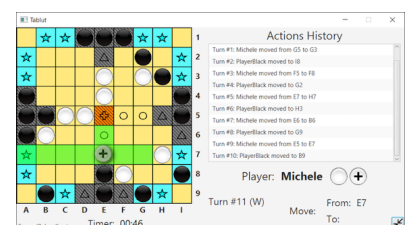


Tablut GUI Client

📅 2022-12 - 2022-12
🔗 GitHub Repository

Tablut GUI Client is a **JavaFX** application to play the boardgame *Tablut* using a graphical interface. The project was made as an extension to the program provided by the professor, which only had the CLI.

Java JavaFX Multiplayer TCP Client-server

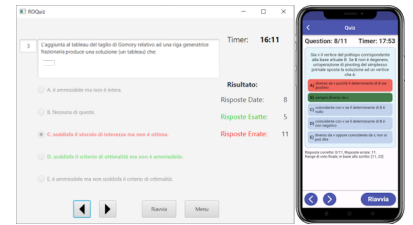


ROQuiz

📅 2021-07 - present
📖 Operations Research M
🔗 GitHub Repository

ROQuiz is a graphical quiz application I made to help me and my university colleagues revise the theory of the course *Operations Research M*.

Java JavaFX Flutter Dart 750+ downloads

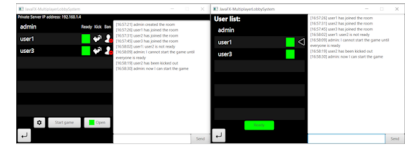


JFX Multiplayer Lobby System

📅 2021-08 - 2022-09
🔗 GitHub Repository

JavaFX Multiplayer Lobby System is a **JavaFX** graphical application I made as a support to implement the multiplayer mechanics in the Cluedo game, using **TCP sockets** and **multithreading**.

Java JavaFX Multiplayer TCP Multithreading



SDL2 Controller Tester

📅 2021-06 - 2021-06
🔗 GitHub Repository
📺 Demo Video

SDL2 Controller Tester is a small CLI application I made to test my PlayStation3 controller. It can test any controller that the system recognize and logs its various inputs (connection and disconnection included) and haptic vibration.

C SDL2

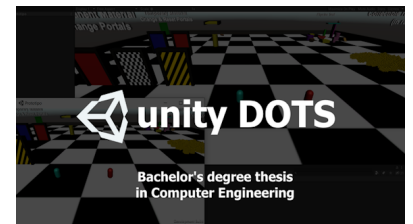


Unity DOTS BSc Thesis

📅 2020-11 - 2021-03
📖 Web Technologies T
🔗 GitHub Repository

Project I made for my BSc degree thesis about **Unity Data-Oriented Technology Stack (DOTS)** architecture. The goal was to analyze the new data-oriented layout provided by the ECS model and create a multiplayer game prototype based on DOTS.

Unity DOTS C# Data-oriented ECS model Netcode



Cluedo

📅 2020-04 - 2020-06
📖 Software Engineering T
🔗 GitHub Repository

Cluedo is a prototype of a graphical application to play the boardgame Cluedo. Given the limited time, we didn't complete the gameplay part, which was left with basic functionalities to show a demo play.

Java JavaFX MVC pattern Waterfall model UML

