

# MICHELE RIGHI



Computer Engineer Graduate with 9+ years of experience in coding and software engineering. I'm passionate about open source and game development, proficient in a variety of libraries and frameworks, and I love learning new stuff. In my free time I enjoy developing projects and publish them on GitHub.

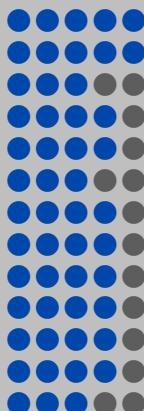
## CONTACT

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[@mikyll](https://www.linkedin.com/in/mikyll)  
[@mikyll98](https://www.instagram.com/mikyll98)

## SKILLS

### Programming

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



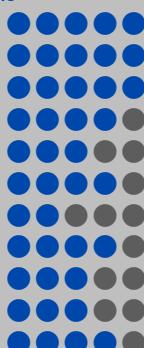
### Operating Systems

Windows  
Linux



### Software, Frameworks & Tools

Flutter  
JavaFX  
SDL2  
Unity  
Blender  
Git, GitHub  
Gradle  
Docker  
Kubernetes  
Microsoft Azure  
Microsoft 365



### Languages

Italian  
English  
French



## CERTIFICATES

IELTS Academic 7.0  
Unity Essentials  
DataCamp Python Fundamentals

## EDUCATION

📅 2021/09 - 2024/03  
📍 Alma Mater Studiorum,  
University of Bologna, Italy

Thesis: "Evolving and Scaling Enterprise Business Applications and Middleware based on Microservices: the SCM Use Case". Final grade: 110L/110

### Master of Computer Engineering

📅 2017/09 - 2021/03  
📍 Alma Mater Studiorum,  
University of Bologna, Italy

Thesis: "Design of Applications and Multiplayer Games on Unity DOTS Architecture". 91/110

### Bachelor of Computer Engineering

## WORK HISTORY

📅 2024/09 - present  
📍 SCM Group SpA - Rimini, Italia  
API management, Kubernetes, Docker, Google Cloud, automation, integration, CI/CD, DevOps.

### DevOps Engineer

📅 2023/10 - 2024/08  
📍 SCM Group SpA - Rimini, Italy  
Microservices and API management: migration of the API gateway for the IoT platform.

### Full Stack Intern

## PROJECTS HIGHLIGHTS

📅 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**

## GENERAL SKILLS

Problem solving  
Design patterns  
Creativity  
Design principles  
Eye for detail  
Teamwork  
DevOps  
Agile scrum  
Relax (videogames, reading, anime)

## A COMMON DAY OF MY LIFE

