



Nicolò Bartolini

Software Engineer



Profile

Master's degree student in Computer Engineering with solid experience in full-stack software development. Passionate about problem-solving and building robust, efficient and maintainable applications, with a strong interest in backend and frontend technologies, DevOps and cloud architecture, and skills in collaborating in complex contexts and communicating with stakeholders.



Work Experience

Present
↑
October 2024

Full-stack developer

zaaac.it, San Benedetto del Tronto (AP)

- Independently managed the entire life cycle of a web management application (PMS) and booking engine based on Symfony.
- Performed a deep refactoring of the legacy backend code to improve security, maintainability and performance (around 20% reduction in page load times).
- Designed and implemented new critical features, including integration of the Revolut payment gateway.
- Modernised the frontend architecture with Symfony UX, Turbo and Tailwind CSS, replacing an outdated stack.
- Restructured the application architecture using Docker and improved the automated deployment pipeline, reducing release times from 9 to 3 minutes.
- Administered and maintained the application's cloud infrastructure on Amazon Web Services (AWS EC2, SES).

Present
↑
April 2024

IT Collaborator

Marche Polytechnic University (D3A), Ancona

- Development of machine learning algorithms in support of scientific research on solid biofuels.
- Creation of a web application with Django for managing and visualising experimental data.



Education

October 2025 (expected)
↑
September 2023

Master's Degree in Computer and Automation Engineering

Marche Polytechnic University, Ancona

Curriculum focused on software development and artificial intelligence. **Expected graduation mark: 110/110 with honours.**

Degree class: LM-32 (Computer Engineering)

October 2023
↑
September 2020

Bachelor's Degree in Computer and Automation Engineering

Marche Polytechnic University, Ancona

Curriculum focused on software development and information engineering. **Graduation mark: 104/110.**

Degree class: L-08 (Information Engineering)



Contact



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LinkedIn

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GitHub

github.com/nicolobartolinii



Languages

Italian

Native

English

Advanced (B2)



Skills

Programming languages

Python

High Level

PHP

Good Level

TypeScript (/ JS)

Good Level

SQL

Good Level

Swift

Good Level

Kotlin

Good Level

Java

Medium Level

C++

Basic Level

C#

Basic Level

Frameworks & Libraries

Symfony

Good Level

Django

Good Level

Node.js

Good Level



October
2025 (ex-
pected)

Thesis

Master’s Degree Thesis

Identification of coppice areas from optical and RADAR satellite images using deep-learning-based change detection techniques

Carried out in collaboration with the Department of Agricultural Sciences (D3A)

- Design of a deep learning model for the identification and classification of forest areas subject to coppice.
- Analysis and processing of multi-source data (optical and RADAR satellite images) with Python and geo-processing libraries.
- Implementation of change detection techniques to monitor land variations over time.

October
2023

Bachelor’s Degree Thesis

“Design and implementation of a social network in Swift technology for film enthusiasts”

Development of a native iOS mobile application, focusing on software architecture, user interface (UI/UX) with SwiftUI and interaction with external APIs.



June 2023
↑
February
2023

Courses

CyberChallenge.IT 2023

Advanced training programme in cybersecurity of the Cybersecurity National Lab (CNL) - Marche Polytechnic University, Ancona

A 12-week programme on key security areas (web, cryptography, reverse engineering) through lectures and practical exercises.

Tailwind CSS	Good Level
Bootstrap	Medium Level
Flask	Medium Level
Flutter	Medium Level
DevOps, Cloud & Databases	
Docker	High Level
Git / Version Control	High Level
AWS (EC2, SES)	Good Level
MySQL / PostgreSQL	Good Level
MongoDB	Basic Level