



NICOLÒ BERTOCCO

Software Developer

+39 351 981 1639
nick.bertocco@gmail.com

owsky.github.io
San Donà di Piave, Italy

I'm a software developer who loves to tinker with modern programming languages and frameworks. I have both fullstack and mobile development working experience but my preferred role is **backend developer**. I'm currently attending a university course so I only consider part-time contracts.

EDUCATION

University of Venice Bachelor of Computer Science

09 2018 - Present
Academic Excellence in Object
Oriented Programming,
Software Engineering and Web
Development

University of Padua Master of Computer Science

09 2022 - Present
Registration to be completed

WORK EXPERIENCE

Fullstack Developer @ Workteam

06 2022 - Present
Tasked with research and development of modern technologies with the goal to develop a new product
Designed and developed a web application with stack: Fastify, Svelte, MongoDB
Discovered and implemented/provided solutions for security issues concerning the company's main product

Android Developer, Intern @ Cedacri Group

06 2021 - 09 2021
Handled compliance with the European regulation for accessibility in an in-development home banking Android application
Written internal documentation for Android development compliant with the platform's accessibility features
Curated the user experience for users with disabilities

PROFICIENCIES



PROJECTS

Cinema but Fast

Technologies:
Fastify, PostgreSQL, TypeScript

04 2022 - 06 2022

Restful API that serves both customers and admins of a cinema. Remake of a university project; it was originally developed using Flask and SQLAlchemy

Connect Four

Technologies:
TypeScript, Express.js, MongoDB,
Docker, Angular

06 2021 - 07 2021

Full stack application of the classic game Connect Four. It provides multiplayer and social features such as friends lists, game invites and spectating

SushiHub Redone

Technologies:
Android, Kotlin

01 2021 - 03 2021

Android application that facilitates group ordering at a restaurant. P2P features powered by the Nearby technology allow local synchronization of the data