ROBERTO NAPOLI

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PROFESSIONAL EXPERIENCE

GamePoint BV, Den Haag, The Netherlands
Junior Full-Stack Web Developer   *09/2018 – 08/2019*
- Implemented new front-end (*Javascript*) and back-end (*PHP, MariaDB*) features for the customer-facing website
  - *Implemented the API endpoints, database tables and corporate tool to manage (CRUD) in-game news articles and view them in game*
  - *Implemented the "verify email" mechanism*
- Implemented new tools for the corporate website
- Refactored the legacy code of some old features
- Troubleshot clients and employees problems; helped in fixing bugs
- Applied the Scrum methodology within a team located in The Netherlands and Ukraine

Amsterdam Institute for Advanced Metropolitan Solutions, Amsterdam, The Netherlands
Junior Software Developer   10/2017 – 06/2018
- Developed a web user interface for the SocialGlass platform
  - *Developed the graphical user interface (Javascript)*
  - *Developed RESTful API endpoints (PHP)*

EDUCATION

Delft University of Technology, Delft, The Netherlands
Master Thesis: A User Modeling Pipeline for Studying Polarized Political Events in Social Media   09/2017 – 06/2018
(https://link.springer.com/chapter/10.1007/978-3-030-03056-8_9)
- Crawled Twitter data by means of the Twitter APIs (*Python*)
- Applied demographic APIs on Twitter users
- Applied a classifier (Word2Vec model) on tweets to determine the political polarity of users *(Python)*

Polytechnic University of Milan, Milan, Italy
Master's Degree in Computer Science and Engineering   09/2015 – 07/2018
- Machine Learning, Information Retrieval & Data Mining, Web Science, Model Identification (Time Series), Advanced Database Systems
- Model-Driven Software Engineering, Android Application Development
- Computer Systems, Performance Evaluation of Computer Systems, Computer Security
- Financial Accounting, Business Strategy, Marketing

University of Milan, Milan, Italy
Bachelor's Degree in Computer Science   09/2012 – 09/2015
- Programming, Computer Architectures, Operating Systems, Computer Networks, Database Systems, Algorithms and Data Structures, Theoretical Computer Science, Software Engineering, Information Systems
- Calculus, Linear Algebra & Advanced Calculus, Probability & Statistics, Logic, Physics

QUALIFICATIONS AND CERTIFICATIONS

University of Cambridge ESOL Examinations
First Certificate in English (FCE), Grade B, Level B2   2011

SKILLS AND INTERESTS

Languages: Italian (native), English (fluent), Spanish (intermediate), Indonesian (basic)

Programming Languages (competent): Java (SE 8), Python, Javascript, PHP
Programming Languages (learning): Scala, Kotlin, Haskell, Scheme/Racket
Programming Languages (planned): Clojure, Rust, Erlang, Elixir, Go, Ruby, C#, OCaml, others
Frameworks: Symfony, React (basic)
Database administration: Mysql, Postgresql
Virtualization Software: Docker (basic)
Versioning Tools: Git
Collaboration Tools: Atlassian (BitBucket, Jira, Confluence), Github
Operating systems: Linux Fedora, Linux Ubuntu, Microsoft Windows
IDEs, Text Editors: IntelliJ Idea, Sublime Text, Emacs (beginner), Vim (beginner)

Interests: computer science, technology, guitar, travelling, fitness, documentaries, reading on a variety of topics