

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
- Troubleshoot 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 (https://link.springer.com/chapter/10.1007/978-3-030-03056-8_9)

09/2017 – 06/2018

- 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, 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 (basic)

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