



Simone Romagnoli

Software Engineer

About Me

Software Engineer passionate about **cloud architectures** in the context of scalable and resilient systems. I consider myself an **energetic team-worker** with a problem-solving and result-oriented attitude. My goal is to leverage **cloud technologies** to build robust and efficient solutions that drive business success enhancing **performance optimization, security, and innovative deployment strategies**

Foreign Languages

Italian - Native

English - C1

Spanish - B2

Hobbies

- **Basketball:** my passion for basketball has made me develop a strong attitude towards leadership and team-working
- **Photo/Video Editing:** I have experience with Adobe Premiere Pro and Adobe Photoshop
- **Logic Games:** I love training myself with logic games like chess, crosswords and the Rubik's cube

Contacts



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I authorize to the treatment of personal data according to the administrative order of June 30, 2003, n. 196.

Experience

Prometeia

Software Engineer

October 2022 - Present

- Developed **data integration** projects on AWS for 4 major Italian banks, with **Apache Spark** and the **Scala** language
- Managed the **cloud transition of multiple legacy projects**, enhancing performance of ETL processes from over 6 hours to just 30 minutes
- Implemented an **enterprise-grade ETL product**, streamlining data processing and transformation workflows
- Trained **+10 new developers on Apache Spark** in functional and technical courses

BSD Software

Junior Full Stack Developer Intern

March 2020 - May 2020

- Developed **frontend and backend** of an internships management web-application with the *Knockout* framework
- Matured experience with Javascript, JQuery and C# languages during a custom project

Education

UniBo **Master's Degree in Computer Science and Engineering**

2020 - 2023

110/110 cum laude

- Thesis in *Project Management*: Realizzazione di un sistema di integrazione dati con tecnologia *Spark*: il caso di Prometeia.
- Developed a pervasive microservice system for smart waste collection in *Kotlin* and *Java*
- Developed a face-mask and social distancing detection system in *Python*
- Developed strategy games for both mobile and desktop in *Java* and *Scala*

UniBo **Bachelor's Degree in Computer Science and Engineering**

2017 - 2020

100/110

- Thesis in *High Performance Computing*: Analisi del linguaggio x10 per architetture parallele: il caso di studio dell'algoritmo *Gift Wrapping*

Tech Skills

- **Cloud Computing:** hands-on experience with the **AWS Cloud Provider**
- **Object-Oriented Programming:** knowledge of programming patterns and respect for the object-oriented paradigm's design principles (*Java*, *Kotlin*, *C#*, *Scala*)
- **Functional Programming:** ability in functional programming (*Scala*, *Python*)
- **Mobile Programming:** ability in mobile programming, specially in *Android*; experience with the *Flutter* framework
- **Web Programming:** deep knowledge of *HTTP*, *CSS*, and *Javascript* for web applications' development; experience with the *MEVN* stack
- **Concurrent and Distributed Programming:** experience in *High Performance Computing* with languages like *OpenMP*, *MPI*, *CUDA* and *X10*; attention on design and development of microservices systems; proven experience with the *Apache Spark* framework
- **DevOps:** deep knowledge of the *DVCS Git* and experience in *Git Flow*; experience with *continuous integration* and *continuous delivery* streams, specially with *GitHub Actions*; basic knowledge of containerization with *Docker*
- **More skills:** ability with *LaTeX*; logic programming; wide knowledge of the main operative systems (*Windows*, *MacOS* and *Linux*)