Davide Marinotto

Full-Stack Software Enginneer

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Education

September 2018 - March 2022

ENGINEERING OF COMPUTING SYSTEMS POLITECNICO DI MILANO

Bachelor of Science in Engineering of Computing Systems at Politecnico di Milano has the objective of preparing engineers with a broad range of information technology methodologies used to deal with and solve complex problems.

I learned to design computers, networks, satellites, mobile devices, and innovative solutions such as e-Business, e-Learning, e-Government.

September 2013 - June 2018

AUTOMATION AND ELECTRONIC DIPLOMA GIULIO CIAMPINI HIGH SCHOOL

I learned many of the skills common to all technical schools and electronics specific-skills like applying electronics and electrical engineering procedures to the study and design of electronic and electrical systems and equipment.

Relevant Experience

September 2018 - March 2022 FULL-STACK DEVELOPER FARGO STUDIO

Fargo is Italian agency specializing in design and communication. My collaboration with Fargo began with learning in order to improve their Wordpressbased eco system. Thanks to the adoption of modern technologies and the experience of the Fargo team, we have made the development environment more secure, scalable and performing.

Projects

MULTIPLAYER ONLINE BOARD GAME - MOBG

Digital implementation of Masters of Renaissance, a board game from Cranio Creator

AMAZON ALEXA IN A HEALTHY ENVIRONMENT

ALEXA and engagement management for people with cognitive impairment

FPGA ALGORITHM

Histogram equalization algorithm on FPGA

HIGHLY EFFICIENT GRAPHRANKER ALGORITHM

GraphRanker Algorithm write in C

Skills

LANGUAGES

Javascript, TypeScript, HTML, CSS, C, Java, VHDL, Go

FRAMEWORKS AND LIBRARIES

React, Nextjs, Cypres, Jest, Node, Express

TOOLS

Git, Docker, JetBrains IDE, VSCode, Adobe Photoshop, Affinity Designer

PLATFORMS

Wordpress, GitHub, AWS, Sanity, OAuth