





Andrea De Matteis

PERSONAL INFORMATION



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Sex M | Date of birth 11/11/1994 | Nationality Italian

POSITION

Master Degree's in Computer Engineering, University of Pavia

PREFERRED JOB

Consulting, Business Analysis, Information Security, Software Development, IoT, Cloud Computing

STUDIES APPLIED FOR

High School, Bachelor's Degree, Master's Degree

PERSONAL STATEMENT

I've performed several projects in which I've proven myself versatility, speed of accomplishment, dedication and motivation. Immediately after my Master's degree, I've co-authored several articles in collaboration with a research team from University of Salento. My interests are focused in software development, business analysis, network monitoring & controlling, topics where I've also developed skills and competence.

WORK EXPERIENCE

January 2020 - Present **Mobile Security Engineer**

.Cleafy
Via Simone Schiaffino, 11, 20158 Milan

Mobile engineer of a SDK which provides security levels, vulnerability and threat detection. Android and iOS framework development. Full from-scratch rewrite of the library in Swift from Objective-C.

October 2018 - January 2020 **Android Developer**

Links Management And Technology
Via Rocco Scotellaro, 55, 73100 Lecce

Apprentice Android-native developer, skilled in REST APIs interfacing and versioning systems for code maintainability. UX mobile design consultant. Banking and financial areas.

EDUCATION AND TRAINING

2008-2013 **High School Diploma**

Liceo Classico Palmieri, Viale dell'Università, 12
73100, Lecce

Classic Studies: Latin, Greek language and culture, English, Notions of computer science
PNI – Piano Nazionale Informatica (National IT plan)

2013-2016 **Bachelor's Degree in Information Engineering (Ingegneria dell'Informazione), 98/100**

University of Salento, Innovation Engineering department, Ecotekne, SP Lecce-Monteroni

- Basics of computer science, Java SE development, C language
- Electronics, analog and digital signals
- Middle level mathematics
- Security and Networks, control systems and basis of automation

2016-2018 **Master's Degree in Computer Engineering (taught in English), 109/110**

University of Pavia, Innovation Engineering department, La Nave, Via Adolfo Ferrata 5, 27100, Pavia

- Technical English
- Design of enterprise systems, business processes, ERP, CRM applications
- Advanced Computer Architecture
- Organization Theory and Design
- IT infrastructure protocols, monitoring and controlling
- Human Computer Interaction
- Multimedia Systems and Technologies

PERSONAL SKILLS

Other language(s)	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
Italian	C2	C2	C2	C2	C2
English	C2	C1	C1	C1	C1

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user

Organisational / managerial skills

Experience in handling development teams with members of heterogeneous places collaborating in a common project. Leadership and charisma.

Knowledge of SCRUM, TDD and Agile methodologies; operational knowledge of Waterfall, Spiral and V-model for software development.

Job-related skills

Didactical Knowledge of FPA sizing methodology for software.

Expertise in many business processes analysis techniques: BPMN, hierarchical model, CRASO diagram.

Knowledge of UML framework for modelling software, GANTT charts, integration testing suite and unit testing applications.

Good knowledge of Wildfly (JBoss), JPA, EJB and web applications in Java.

Excellent expertise in Android software development with Android Studio.

Good experience in iOS development with Swift 4 and XCode development platform.

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient User	Proficient User	Proficient user	Proficient user

Levels: Basic user - Independent user - Proficient user

- Good theoretical knowledge of Cloud Computing, distribution models, service models, advantages and disadvantages.

- Good command of Office suite (word processor, spread sheet, presentation software).
- Good command of photo editing software (Photoshop, gimp and alike).
- Good command of video editing software (Sony Vegas, Windows Movie Maker, Pinnacle Studio, VirtualDub).
- Good knowledge of OO and functional programming languages, compiled and interpreted: C and parallelization, C++, Java SE and EE, Python.
- Knowledge of most common Java and service systems design patterns for mobile interfaces; usability and accessibility patterns for web and application design.
- Experience in handling computer hardware and microcomputing (Arduino, Raspberry Pi with Raspbian OS).
- Considerable experience of Linux and MacOS operating systems (Ubuntu, LUbuntu, XUbuntu, Kali), good knowledge of bash.
- Expertise in website developing and deployment, as far as many markup and programming languages: HTML, XML, Javascript, php.
- Moderate knowledge of DBMS for relational and non-relation databases (MongoDB), as far as query languages: MySQL.
- Good command of several development environment and platforms (Eclipse, Android Studio, NetBeans IDE, Codeblocks, etc.)

Other skills

- Moderate expertise in videogames modding, coding, and deployment. Various languages, editing and modelling tools used for this purpose.
- Experience in usage of 3D modelling tools, such as MilkShape 3D, Blender 3D and similar only for what concerns little modifications and conversion.
- Academic experience with MatLab for image, audio, video processing and control systems.
- Rapid learning, versatile, good resistance to psychological and physical stress, prone to empathy and listening

Driving licence

B, with own car.

ADDITIONAL INFORMATION

Publications

- *An Osmotic computing infrastructure for urban pollution monitoring in Software: Practice and Experience*
- *Comparing SLAs for Cloud Services: A Model for Reasoning*
- *Urban Pollution Monitoring Based on Mobile Crowd Sensing: An Osmotic Computing Approach*

Presentations

- *Cloud Computing: definition, distribution models, service models & innovations*
- *Apollon, an Osmotic-Computing-based system for urban pollution monitoring: design and development of a prototype.*

Documents

- *Description of an analog filter with 135MHz bandwidth in embedded 28nm CMOS technology: Bachelor's Degree thesis, 40 pages, 2016*
- Co-author of the article *An Osmotic computing infrastructure for urban pollution monitoring*, published in *Journal of Software Practice and Experience*, 2018, 25 pages.
- Co-author of the article *Comparing SLAs for cloud services: a model for reasoning*, 2018, 12 pages.
- Co-author of the article *Urban pollution monitoring based on Mobile Crowd Sensing: an osmotic computing approach*, 2018, 8 pages.

Projects

- *3D Models construction in health care:*
Software development for monitoring births and pregnancies to ease the doctors and the periodical check of families.
- *Implementation and analysis of Dijkstra, Bellman-Ford and Floyd-Warshall parallel algorithms in OpenMP:*
C implementation of shortest path algorithms through OpenMP library and optimization of the parallelism and cooperative work among threads. **[nov 2016 – dec 2016]**
- *Employees' payroll application in Java EE using EJB, JPA, JSF and Wildfly:*
development of an application capable of automatically managing the payment procedures for a wide set of different employees. **[oct 2016 – dec 2016]**
- *Website creation using HTML5, CSS3, PHP, MySQL, and JQuery technologies:*
development of a website on the local machine through an Apache web server, using

the most widely used technology and complying with the major design rules and usability principles. **[jan 2017 – feb 2017]**

- *HTTP/1.1 & HTTP/2: Performance analysis and comparison* **[may 2017 – jun 2017]**
- *Analysis of Health Care in Italy: Radiology business process, as-is situation and to-be redesign*: radiology department process in common Health Care systems of Italy: business process analysis and sketching, CRASO, Hierarchical Diagram, BPMN, division of work, domain and process competencies for each worker. How to improve - "to be" situation. **[oct 2017 – nov 2017]**
- Research thesis: *Apollon, an Osmotic-Computing-based system for urban pollution monitoring: design and development of a prototype*, 2018, 120 pages. **[mar 2018 – jun 2018]**

Rewards

- *IEEE Arduino Workshop*, participation and rewarding for best project, *University of Salento*, 9/10/2014:

Official initiative of *Institute of Electrical and Electronics Engineers*:

teaching of Arduino hardware components and production of a project built with standard Arduino utilities (single-light and RGB LEDs, potentiometer, digital thermometer). Ability of work distribution among team members and cooperation handling in a development team.