Manuel Pagliuca

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Skills_

Programming languages JavaScript/TypeScript, C#, Java, Python, C/C++, CUDA C, Scala, SQL, LaTeX

> Languages Italian (native), English (fluent) Frameworks Angular 14, ASP .NET Core 8, Qt 6.5

Technologies Node.js, MongoDB, RxJS, GraphQL, RESTful, gRPC, MQTT, Apache Kafka, MySQL, Protocol Buffers

Tools Git, Vim, bash/zsh, JIRA, BitBucket, Notion

Experience_

Verve Ventures Zurich, Switzerland

SOFTWARE ENGINEER INTERN Feb. 2023 - Aug. 2023

• Developed a reusable JS script for AEOI (Automatic Exchange Of Information) of private and corporate investors. Utilized parsing techniques to extract essential data from approximately 1,200 financial accounts and generate an XML file in compliance with the CRS (Common Reporting Standard).

- · Implemented a responsive manager that handles proprietary tables configurations. The manager allows the user to add, edit or remove an element from the configurations. An element can be edited by clicking on a row in the table, which will open a related modal for editing/delete
- Extended the Azure and AWS file storage services with new functionalities.
- · Designed and implemented a drag-and-drop development tool, it allows the uploading new versions of existing documents.
- Fixed several bugs present in the production environment.
- · TypeScript, JavaScript, Scala, Angular, GraphQL, RxJS, Azure Storage, AWS Storage, MongoDB, Visual Studio Code, IntelliJ IDEA

Altec S.R.L. Arona, Italy

SOFTWARE DEVELOPER TRAINEE Feb. 2021 - Jun. 2021

- Integrated DiffPDF tool in the main project, it visualizes the differences between the prices of new and old air handling units.
- Designed and developed a tool for migrating the customer's offers from the local relational database to a new remote non-relational database.
- C++, SQL, Microsoft OLE DB, ADO.NET, Microsoft Foundation Classes, Microsoft SourceSafe, Microsoft Azure Cloud.

Education

University of Milan Milan, Italy

MASTER'S DEGREE IN COMPUTER SCIENCE

October, 2020 - October, 2023

 Master's thesis (abstract & slides) - "Efficient representations of high-resolution polygonal surfaces: adding anisotropy control to the Micro-Mesh schema".

University of Oriental Piedmont

Vercelli, Italy

BACHELOR'S DEGREE IN COMPUTER SCIENCE

October 2017 - December 2020

• Bachelor's thesis (abstract & slides) - "Fix-It: Stream processing on event-driven system for managing public disservices".

Projects

SETA - SElf-driving TAxi service

Milan, Italy

PROJECT FOR THE COURSE OF DISTRIBUTED AND PERVASIVE SYSTEMS

September. 2022

- Designed and deployed peer-to-peer system that handles self-driving taxis for the citizens of a smart city.
- Java, Multi-threading, gRPC, MQTT, Protocol Buffers, REST API, IntelliJ IDEA

L-system PROJECT FOR THE COURSE OF ARTIFICIAL INTELLIGENCE FOR VIDEOGAMES Milan, Italy July. 2022

- · Lindenmayern system for procedural generation of tree using pseudo-random integers for enhancing the believability.
- Report and showcase video (English).
- C#, Unity, Visual Studio.

3D Subdivision of surfaces

Milan, Italy March. 2021

COURSE OF COMPUTATIONAL GEOMETRY

- Developed a 3D application for subdividing polyhedra surfaces into free-form solids and fragmenting triangular primitives using tessellation.
- Hosted website (Italian) from math departement and showcase video.
- C++, ImGui, GLM, Linear algebra, GLSL, Visual Studio.