

Contact information

Email

riccardo.maldini@gmail.com

Address

Via Amendola, 45
60035, Jesi (AN), Italy

Telephone

+39 3317767246



Skills and expertise

Engineering practices: currently deepening my skills about Agile methodologies, dev/ops, CI/CD, and build automation tools (Gradle, in particular), in some of my university courses.

Good team organizational skills, deriving from actively applying those methodologies in some university projects, usually leading the project organization.

Data Science: deepening my knowledge about Data Mining, ML, and Big Data in some of my courses, using languages such as Python and R for them. Focusing on technologies, rather than algorithms.

Web Development: full-stack knowledge, especially using the MEAN stack, derived from university and business projects.

Mobile Development: intermediate skills about native Android programming using Java (and Kotlin, partially). Got my hands also in Flutter for some projects.

Design: intermediate skills in using Adobe XD, Photoshop and Illustrator, highly used for project prototyping and graphics.

Languages

Italian

Mother tongue

English

Professional knowledge

Co-authored publications

CodyColor: Design of a Massively Multiplayer Online Game to Develop Computational Thinking Skills (2019)

Digital Ariadne: Citizen Empowerment for Epidemic Control (2020)



Riccardo Maldini

CS student, University of Urbino and Bologna.
Mobile tech enthusiast, UX/UI perfectionist, quality code lover.

Work experience

Urbino (PU), Italy
April 2019 – July 2019

Web Game Designer

Digit Srl

Full-stack development of an educational multiplayer game, called CodyColor.

Jesi (AN), Italy
May 2018 – June 2018

R&D Internship

APRA Informatica

Educational internship, focused on how to efficiently use message brokers in an enterprise ERP context.

February 2016 - Now

Independent App Developer

Creation and management of several Android apps on the Google Play Store, with hundreds of active users.

Education

Cesena (FC), Italy
October 2019 – Now

Master's Degree in "Ingegneria e Scienze Informatiche"

Alma Mater Studiorum - Università di Bologna

I am currently studying to earn this title.

Urbino (PU), Italy
Oct. 2015 – Feb. 2019

Bachelor's Degree in "Informatica Applicata"

Università degli Studi di Urbino "Carlo Bo"

I graduated on schedule, with a mark of 110/110 cum laude (maximum Italian university grade).

Projects

- Full-stack development of the web game **CodyColor**: a multiplayer online game, devised to teach to young people the basis of computational thinking. Technologies such as AngularJs, NodeJs, RabbitMQ have been used in the project.
- Development of an Open-Source project called **CovidAnalysis**: a Python module, together with a neat Angular client, used to extract relevant information and charts starting from semi-real-time Covid Open Data. Charts are updated daily, automatically; the main target was to experiment with a few state-of-the-art technologies to automate the deployment of results, the general workflow, and improve my Python skills.
- Design and implementation of **Bagni X Booking System**, a web app built following the MEAN stack, as a reservation management system for a generic bathhouse. My main contribution was on the front-end, as I firstly prototyped it with Adobe XD and coded with the Angular framework; anyway, I was partially involved also in the back-end development.
- Design and implementation of **Viktec**: an Android app, written in Java, which consists of the native mobile version of the pre-existing homonym WordPress blog. Particular attention was paid in following the best practices of android development, following Android Jetpack practices and guidelines.
- Design and implementation of **BetAssist**: an Android app thought to provide bet tips, forecasts (using a prediction algorithm), bet slip organization, and live scores. It consists of a native Java app for the front-end, and a mixed approach for the back-end side (Heroku cronjobs + Cloud Firestore), to extract live data from an open football data API.
- More of my projects and contributions are listed on the website riccardomaldini.it.