

Contact information

Email

riccardo.maldini@gmail.com

Address

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

Telephone

+39 3317767246



Skills and expertise

Engineering practices:

experienced with Agile methodologies, dev/ops, CI/CD, and build automation tools (Gradle, in particular), in some of my university courses. Currently using the Scrum framework in my current occupation.

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

Data Science: I'm deepening my knowledge about Data Mining, ML, and Big Data in some of my courses especially using Python 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

MSc in Computer Science, University of Urbino and Bologna. Mobile tech enthusiast, UX/UI perfectionist, quality code lover.

Work experience

Milano (MI), Italy
June 2022 – Now

Data Engineer

MDOTM Srl

Design of the infrastructure behind the MDOTM systems, also integrating algorithms from the R&D team.

Milano (MI), Italy
Aug. 2021 – June 2022

Junior Data Analyst

MDOTM Srl

Data analysis and development of algorithm for the study of financial markets, support to the R&D team.

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.

Education

Cesena (FC), Italy
Oct. 2019 – Dec. 2021

Master's Degree in "Ingegneria e Scienze Informatiche" (Software Engineering)

Alma Mater Studiorum - Università di Bologna

Closed with full marks with honors (110/110 e Lode).

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

Bachelor's Degree in "Informatica Applicata" (Computer Science)

Università degli Studi di Urbino "Carlo Bo"

Closed with full marks with honors (110/110 e Lode).

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 **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.