Enrico Zangrando

Student

I am an italian student of computer science. I'm constantly seeking new challenges and opportunities for growth, both academically and professionally, and I'm determined to build a solid and rewarding career in computer science.

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EDUCATION

Bachelor degree in Computer Science
University of Padova

10/2020 - 12/2023   Padova, Italy

Courses

- Algebra and discrete mathematics
- Logic
- Algorithms and data structures
- Object-oriented programming
- Software engineering
- Operating systems
- Computer networks

WORK EXPERIENCE

Android Developer
Vimar SpA ⧉

09/2023 - 10/2023   Padova, Veneto, Italy

Vimar SpA is an Italian company specializing in the design and manufacturing of electrical equipment, home and building automation systems.

Achievements/Tasks

- I did a requirements analysis from the needs presented
- I designed and developed a WearOS application capable of controlling part of the Vimar home automation system.
- I focused on developing an application that provides a friction-less experience to the user also on a small device like a smartwatch.
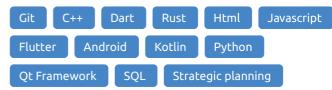
Intern/Volunteer
The Sharing Farm ⧉

06/2018 - 07/2018   Vancouver

The Sharing Farm is dedicated to providing fresh, healthy, sustainably grown produce to community members facing food insecurity.

Achievements/Tasks

- I had to plant different types of vegetables like potatoes, lettuce, garlic...
- I had to harvest some vegetables like garlic, zucchini and carrots.
- I had to remove weeds from plantations.

SKILLS

Git · C++ · Dart · Rust · Html · Javascript · Flutter · Android · Kotlin · Python · Qt Framework · SQL · Strategic planning

PERSONAL PROJECTS

League Library (06/2024 - 07/2024) ⧉

- League Library is an application developed using Flutter. It aims to show the user informations about League of Legends characters and also information about his/her account.
- My objective was to develop an accessible and well designed application in order to provide a good usage experience to the final user.

Lumos minima (11/2022 - 06/2023)

- Lumos minima is a university project carried out during the software engineering course. The project was completed by myself and 5 other students.
- I contributed to the development of the backend, written in TypeScript using nodeJS. The system is designed for public lighting management, it is able to increase and decrease the brightness of streetlights based on the external brightness detected by some sensors and the presence of humans or vehicles. The system can automatically detect any failure of streetlights.
- I contributed to the development of the frontend written in Flutter. The webapp let the user login and manage areas, add or remove devices from areas and manually change areas brightness.
- I developed all the pipelines for automatic deployment with github actions and Docker. I created some scripts for automatic server management.

Chart creator (05/2022 - 06/2022) ⧉

- Chart creator is a simple program written in C++ with Qt framework that let the user create modify and save some types of charts.
- In this project I focused a lot on polymorphism so that the code could be easily extensible and readable.
- I implemented some http requests to Riot API in order to show charts about League of Legends match played by the given player.

LANGUAGES

Italian
Native or Bilingual Proficiency

English
Full Professional Proficiency

INTERESTS

Videogames · Programming · Travelling · Gym · Sports