

Matteo Ragazzini

Dynamic, open minded, fast learner and always ready to change.

Education and training

- 2023 Master's degree in Computer Science and Engineering (110L/110), University of Bologna.
- 2022 Erasmus+ program in Computer Science, Stockholm University.
- 2020 Bachelor's degree in Computer Science and Engineering (108/110), University of Bologna.

Experience as

- ongoing **BIE**, *Amazon*, Used and manipulated data to reduce the overall Cost To Serve through speed differentiation and demand shaping. **Redshift**, **S3**, **SQL**, **Quick-shight**.
 - 2022 **BIE Intern**, *Amazon*, Used and manipulated data to improve the trade-off between Speed and Customer Experience through the accurate deployement of weather protections. **Redshift**, **Excel**, **SQL**, **Quickshight**.
 - 2023 Developer, in academic project about Web Programming. I developed a Single Page Application (MEVN stack) to recharge personal vehicles around Munich. MongoDB, Express, NodeJS, Vue Git Repository.
 - 2021 **Developer**, in academic project about Funcional Programming. We developed a strategy tower defence game in Scala. **Docker**, **Scala**, **Gradle** Git Repository .
 - 2021 Developer, in academic project about Distributed Systems. We developed a real time distributed game: "Nomi cose città" Docker, RabbitMq, VertX, MongoDB, Gradle Git Repository.
- June-Sept Intern, University of Bologna Network and security department .
 - 2020 Creation, test and deployment of Guacamole, a containerized clientless remote desktop gateway to access computer's lab remotely. This service is now active and reachable for all students of the UNIBO.
 - 2020 **Developer**, in academic project about SoC programming and Real Time Operating System in an IoT environment. **C++**, **Java** Git Repository .
 - **Developer**, in academic project about Object Oriented Programming. We developed a remake of the famous retro-game Bomberman. **Java** Git Repository .

Languages

Italian Mothertongue

English Very good user, IELTS C1 CERTIFICATE, band 7