Andrea Moschetto

Software Engineer and Data Science Student Catania, Sicily, Italy

Contacts: andreamoschetto99@gmail.com +39 3885844948 andreamoschetto.github.io

SOFTWARE ENGINEER AND DATA SCIENCE STUDENT

Proficient software engineer developing efficient and optimized software solutions for distributed web micro-services. Data Science Student at University of Catania.

WORK EXPERIENCE

Computer Science Tutor

University of Catania

Oct 2024 – Present Catania, Sicily, Italy

Tutoring activities for the course "Fondamenti di Informatica"

- Computational Models
- · Formal Languages
- · Functional Programming
- Logic

Softwere Engineer and Developer

Jan 2023 – Aug 2023

Herakel

Remote - Catania, Sicily, Italy

Proficient in Python programming for developing efficient and optimized software solutions involving:

- · Distributed Systems
- Microservices
- Event Streaming
- REST API
- Integration and UnitTest

EDUCATION

M.S. University of Catania - (in progress)

Master of Science in Computer Science

Catania, Sicily, Italy Oct 2023 – Present

Catania, Sicily, Italy

B.S. University of Catania

Bachelor of Science in Computer Science

Oct 2018 - Mar 2024

Grade: 110/110 cum Laude

Thesis: Efficent Online String Matching Based on Character Distance Sampling

Archimede Technical Institute

Diploma in Technical Computer Science

Catania, Sicily, Italy Set 2013 – Jul 2018

PUBLICATIONS

2024 Simone Faro, Francesco Pio Marino, Andrea Moschetto, Arianna Pavone, and Antonio Scardace. The Great Textual Hoax: Boosting Sampled String Matching with Fake Samples. In 12th International Conference on Fun with Algorithms (FUN 2024). Leibniz International Proceedings in Informatics (LIPIcs), Volume 291, pp. 13:1-13:17, Schloss Dagstuhl – Leibniz-Zentrum für Informatik (2024)

AWARDS

- 2018/19 Academic Scholarships, ERSU
- 2019/20 Academic Scholarships, ERSU
- · 2020/21 Academic Scholarships, ERSU

INTERESTS AND STUDIES

- Large scale Software Engineering, Design Patterns
- · Algorithms, String Matching, Code Optimization, Computational Complexity
- Game Development, Unity, Web Game Engines
- · AI, Machine Learning, Deep Learning

TECHNICAL SKILLS

Languages : C, C++, C#, Java, JavaScript, Typescript, Python, PHP

WebDev : Alembic, PyTest, FastApi, DependencyInjector, Laravel, Express, Node.js, HTML, CSS, SQL,

Apache

GameDev : Unity

Dev Ops : Docker, Docker-Compose, Kafka, Kubernetes

Dev Tools : Visual Studio Code, Git, Gitlab, Github

I authorize the processing of my personal data pursuant to Legislative Decree 101/2018 and art. 13 GDPR (EU Regulation 2016/679) for the purposes of personnel research and selection.

Andrea Moschetto Mar 2024