# FRANCESCO OSTIDICH

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#### **EDUCATION**

## **Polytechnic of Milan**

Italy

M.Sc. Computer Science and Engineering

Feb 2024 - Sep 2026

- Articulated solutions for vague and evolving requirements demanding strong abstract thinking.
- Gained hands-on skills on complex systems design and security, operating systems, cloud scalability.

# **Polytechnic of Milan**

Italy

B.Sc. Computer Science and Engineering

Sep 2020 - Feb 2024

- Completed several projects emphasizing proactive problem solving, and rapid self-learning abilities.
- Built solid fundamentals, including multi-tiered systems, relational databases and data structures.

#### **WORK EXPERIENCE**

### **Distributed Software Development**

Italy – Sweden

ABB Ltd - C#, .NET, NUnit

Oct 2025 - Dec 2025

- Modernized a factory simulation system made of 9 Raspberry Pi nodes running remotely.
- Replaced legacy deployment and data extraction tools, introduced a new cross-platform UI, and engineered a secure communication protocol. Improved usability for Linux and Windows environments.
- Used SCRUM and code reviews to maintain high code quality. Engaged directly with stakeholders.

# **Fine Dining Waiter**

Ispra, Italy

Vespucci Restaurant

Jul 2022 - Sep 2022

• Provided service in a high-end restaurant requiring close coordination with a large team of 20.

#### **PROJECTS**

Students & Companies Website – C#, JavaScript, ASP.NET, React, MySQL, Docker, AWS Full Stack Platform

- Led a team to develop a full-stack internship discovery platform (20k lines of code).
- Managed full software lifecycle from design documents to implementation and automations.
- Images deployed on AWS EC2. Achieved 100% integration test coverage across all REST APIs.

#### Fractal Image Generator - C, C++, CUDA, GPU

Parallel Programming

- Coordinated the implementation of a 3-kernel, high-performance, custom image generation pipeline.
- Progressively optimized GPU-accelerated execution, cutting runtime from seconds to 280ms, reducing algorithmic complexity to comply with strict time and memory constraints.

#### MyShelfie Board Game - Java, Maven, JUnit

Multi-Player Game

- Guided a 4-person team to develop a client-server game following a distributed MVC pattern.
- Devised an object-oriented, multi-threaded architecture supporting CLI, GUI interfaces and socket, RMI networking protocols. Practiced TDD for extensive unit testing (+90% coverage on 15k lines of code).

## **Well MEing App** – *Swift, Python, Firebase*

Mobile App

- Directed a team of five in building a iOS app for evaluating people wellness (10k lines of code).
- Used Firebase (GCP) as backend, deploying a NoSQL DB, 2 AI-based modules, and APIs for data upload.
- Stress-tested with 30+ users. Optimized code and cloud config to ensure sub-100ms latency.

#### Mars Terrain Classification - Python, TensorFlow, Keras, CNN

Deep Learning

- Secured 2nd place (out of 200) in a semantic segmentation, convolutional neural network training challenge for classifying Martian terrain compositions, reaching 74% accuracy.
- Focused on data augmentation, increasing dataset size 4x to 10k samples.

#### **SKILLS**

**Programming**: Java, Python, C, C++, C#, CUDA, Rust, Zig, JavaScript, Assembly **Tools & Technologies**: Git, Docker, SQL, Linux, Bash, Lua, HTML, CSS, LaTeX, Neovim

Languages: English (C1, ETS 930/990), Italian (native)