

# RICCARDO MODOLO

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<https://ricksrick.github.io/me/>

## Education

### University of Padua

*Master in Computer Engineer: Big Data and High performances*

**September 2023 – Now**

*Padova, Italy*

### University of Padua

*Bachelor in Computer Engineer (107/110)*

**September 2020 – 2023**

*Padova, Italy*

## Relevant Coursework

- Data Structures and Algorithm
- Software Methodology
- Programming Lab
- Database Management
- Computer Science Fundamentals
- Automatic Control Fundamentals
- Project Management
- Computer Architecture
- Operative Systems

## Experience

### Junior Consultan

*Reply*

**October 2023 – Now**

*Padova, Italy*

- Working on various Dynamics CRM solution. Develop front end in Javascript and back-end in C#
- improve organization and team working skills, also in remote
- work on customer support and bug fix
- Working on custom solution with React components

### E-book Converter

*Freelance*

**March 2021 – 2023**

*Fiverr*

- accomplished Html and CSS good practice in many converted ebook with optimal result and good users feedback
- accomplished customer communication skills and time management technique (measured by all 5 stars reviews)
- improved "agile" techniques with a version feedback based process
- Fiverr Page ([https://www.fiverr.com/riccardo\\_modolo/do-ebook-formatting-for-kindle-epub-mobi-and-pdf](https://www.fiverr.com/riccardo_modolo/do-ebook-formatting-for-kindle-epub-mobi-and-pdf))

### Centro Studi Verona Srl

*IT teacher*

**October 2021 – June 2022**

*Verona, Italy*

- accomplished KISS principle (Keep It Simple Stupid) to teach hard concepts such as Entity Relationship diagrams

## Projects

### EU-Trust Local | Java, IntelliJ, JavaFX, Maven, JUnit

**June 2022**

- Designed a application for European eSignature trust providers in Java with relative API. (30/32 exam result)
- Used JavaFX to create a GUI that supports actions such as explore nation's eSignature trust providers and search by many criteria.Used Maven for package management and JUnit for unit test.
- Implemented design pattern such as Factory and Singleton.
- accomplished agile techniques and test driven development. Improved documentation skill
- improved leadership as project leader
- GitHub Repository (<https://github.com/RickSrick/EU-Trust-local>)

### Chess++ | C++, CMake

**January 2022**

- Designed a simple cli based playable chessboard for a University exam (10/10 points)
- Used C++ for the user interface and game logic, CMake as build dependencies tool
- accomplished pointer and garbage collection practices.
- GitHub Repository (<https://github.com/RickSrick/ChessPlusPlus>)

### Get My Sword (Videogame) | C#, Unity

**July 2021**

- Developed for Bored Pixel Jam 8 (29th /135)
- Improved UI management and workflow
- Developed and implemented rudimentary animations and music handlers
- Develop small unity tools to help with workflow
- Game Page (<https://ricksrick.itch.io/get-my-sword>)
- GitHub Repository (<https://github.com/RickSrick/GetMySword>)

### GlitchGun (Videogame) | C#, Unity

**April 2021**

- Developed for Billy's Basement Game Jam 2021 (2th /17)
- Created game design and game logic inspired by other puzzle game like portal
- Used physic and linear algebra to develop movement and platforms.
- Game Page (<https://ricksrick.itch.io/glitchgun>)
- GitHub Repository (<https://github.com/RickSrick/glitchgun>)

## Technical Skills

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**Languages:** C#, C++, Java, C, HTML/CSS, SQL, Javascript, Python

**Developer Tools:** VS Code, Eclipse, IntelliJ, Android Studio, Visual Studio

**Technologies/Frameworks:** Linux, Spring, GitHub, JUnit, CMake, Xrm Toolbox, React, Dynamics 365