Nicolò **Sonnino**

EIT DIGITAL HCID MSC STUDENT

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Education

Université Paris-Saclay	*Paris, France*
EIT DIGITAL MASTER DEGREE IN HUMAN-COMPUTER INTERACTION AND DESIGN	*Sept. 2021 - Sept. 2023*
Politecnico di Milano	*Milano, Italy*
EIT DIGITAL MASTER DEGREE IN COMPUTER SCIENCE AND ENGINEERING	*Sept. 2021 - Dec. 2023*
Politecnico di Milano	*Milano, Italy*
BACHELOR DEGREE IN COMPUTER ENGINEERING	*Sept. 2017 - Sep. 2021*

Experience

Schindler New Technologies · *Milano, Italy*

SOFTWARE ENGINEERING INTERN · *May 2023 - Sep. 2023*

- Developing a conversational agent to interact with during elevator trips (Master's thesis) using Schindler CoLab API, Spring Boot, Azure DevOps, Docker, MQTT, Websockets, and Flutter.

Alpenite · *Milano, Italy*

JUNIOR CONSULTANT · *May 2021 - Mar. 2022*

- Handling customer data through Salesforce Service Cloud CRM via Apex language, ISML, and Lightning Components and working on E-Commerce platform on Salesforce Commerce Cloud (Javascript/NodeJS)
- Creation of campaigns' flows for marketing and newsletter using Salesforce Marketing Cloud.

Skills

Back-end	SPRING	DJANGO	MYSQL	FIREBASE	
Front-end	FLUTTER	NUXTJS	TAILWIND	HTML5	CSS3
Middleware	KAFKA	MQTT	AKKA	NODE-RED	CONTIKI-NG
Others	UNITY	SALESFORCE	DOCKER	AZURE DEVOPS	
Programming Languages	JAVA	DART	JAVASCRIPT	C	C SHARP	PYTHON
Languages	Italian (native), English (B2)				

Projects

PeekABook ▶	*Politecnico di Milano*
UNIVERSITY COURSE PROJECT	*2021-2022*

Interactive remote storytelling for grandparents and grandchildren.

Technologies: VueJS (frontend), Spring Boot (backend), Arduino C (smart board)

Hasks	*Politecnico di Milano*
UNIVERSITY COURSE PROJECT	*2021-2022*

Hasks - Home Tasks, organize and schedule your chores when traveling with friends or family.

Technologies: Flutter (mobile app) Firebase (authentication, push notifications)

Amsterdam local guide website	*Politecnico di Milano*
UNIVERSITY COURSE PROJECT	*2021-2022*

Local guide website for Amsterdam.

Technologies: NuxtJS & Tailwind-CSS (frontend), Spring Boot (backend)

CLup: Customer Line Up ⬤	*Politecnico di Milano*
UNIVERSITY COURSE PROJECT	*2020-2021*

System for groceries shops and supermarket to book and line-up directly from home.

Technologies: Spring Boot (backend), Firebase (authentication), Flutter (mobile app)

Middleware Project ⌾   *Politecnico di Milano*

UNIVERSITY COURSE PROJECT   *2020-2021*

Middleware project for related course

<u>Technologies</u>: : Apache Kafka, Akka, Spark, Contiki-NG, MPI, Node-Red

Santorini Board Game ⌾   *Politecnico di Milano*

UNIVERSITY COURSE PROJECT   *2019-2020*

JavaFX implementation of Santorini board game.

<u>Technologies</u>: Java Websockets (backend), JavaFX (desktop UI)

Extracurricular Activity

Google Student Developer Club Paris-Saclay   *Paris, France*

TECHNICAL COORDINATOR (SOFTWARE DEPARTMENT)   *Sept. 2022 - Present*

- Technical director with specialization in Flutter development.

AESport Polimi Gaming Club   *Milano, Italy*

LEAD MANAGER   *Sept. 2019 - Sept. 2023*

- Lead Manager and legal representative of E-Sportiva (AESport) Association.
- Organizing e-sports tournaments and conferences.
- Contacting sponsors and handling university funds.

Circolo Matematico Martin Gardner   *CastelVeccana, Italy*

IT SUPERVISOR   *Jun. 2017 - Jun. 2021*

- Provisioned an easily manageable infrastructure (Django + REST API) utilizing the NFC protocol to validate and manage food and services during the "Tutto è numero" festival.
- Building an easy-to-use participant's app with event notifications and an integrated store.