GERARDO IULIANO

Software Engineering Student

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LANGUAGES

Native: Italian

Second: English
Listening: B2
Speaking: B1
Reading: B2
Writing: B1

SKILL

Legend:
Novice ● ○ ○ ○ ○
Expert ● ● ● ● ●

TECNOLOGIES:
C: ● ● ● ● ○
C++: ● ● ○ ○ ○
Java: ● ● ● ● ○
Python: ● ● ● ○ ○
R: ● ● ○ ○ ○
HTML: ● ● ● ● ○
CSS: ● ● ● ● ○
Javascript: ● ● ○ ○ ○
MySQL: ● ● ● ○ ○
SQL: ● ● ● ● ○
MongoDB: ● ○ ○ ○ ○
Solidity: ● ○ ○ ○ ○
Dart: ● ● ○ ○ ○
Docker: ● ● ○ ○ ○

FRAMEWORK:
Flutter: ● ● ○ ○ ○
Bootstrap: ● ● ● ● ○
jQuery: ● ● ● ○ ○
jUnit: ● ● ● ○ ○
Selenium: ● ● ○ ○ ○

IDE:
IntelliJ IDEA: ● ● ● ● ○
VS Code: ● ● ● ● ○
Android Studio: ● ● ● ○ ○

ABOUT ME

I am a computer science student at the University of Salerno.
I developed an interest in this field during high school thanks to my computer science professor. I have cultivated this passion over time, enriching my cultural baggage.
I have a positive attitude, will, and motivation to learn new technologies.

EDUCATION

Master Degree | Software Engineering and IT Management

2021 – 2023 University of Salerno, Italy

- Grade: 110/110 cum laude
- Thesis: IaC Defect Prediction Using Program Dependence Graph Metrics

Bachelor Degree | Computer Science

2018 – 2021 University of Salerno, Italy

- Grade: 105/110
- Thesis: Identification of molecular biomarkers to improve diagnosing and monitoring the progression of Parkinson

High School Diploma | Scientific High School

2013 – 2018 IISS F. De Sanctis, Sant'Angelo dei Lombardi, Italy

- Grade: 86/100

RELATIONAL SKILL

Good interpersonal skills were acquired thanks to my participation in various group projects during my university career. I collaborated with many colleagues and made friends. Some of them are my friends even outside the university. I'm a great listener, but I also like to have my say and compare myself with others. I like the constructive dialogue and the exchange of information that lead to a result that satisfies both parties. I have worked many times in a group, and I have been able to communicate, collaborate seamlessly, and above all, meet deadlines.

ORGANIZATIONAL SKILL

I'm tidy, able to manage time and organize work in the best way possible. I'm attentive to details and I like working in an orderly way. I acquired these through small events of the association of my country in which I participated and during an experience as a project manager for an exam. I have managed a team of five people for the realization of a project. I have managed scope, schedule, cost, quality, resources, communication, risk and stakeholders.

Eclipse: ●●●●
R Studio: ●●●●●

VERSION CONTROL SYSTEM:
Git: ●●●●●
GitHub: ●●●●●
GitLab: ●●●●●

BUILD TOOLS:
Maeven: ●●●●●
Gradle: ●●●●●

SOFTWARE DEVELOPMENT METHODOLOGIES:
Scrum: ●●●●●
XP: ●●●●●
DevOps: ●●●●●
Kanban: ●●●●●

TOOLS:
MS Project: ●●●●●
Trello: ●●●●●
Slack: ●●●●●

INFO EXTRA

In my free time I like working wood to make small objects of various kinds and playing sports. I enjoy cooking, it relaxes me. I cultivate a strong passion for art and music. I like travelling to discover the world and myself.
For other useful information see my website.

PERSONAL DATA TREATMENT

I authorize the use of my personal data pursuant to Legislative Decree 196 of June 30, 2003 and art. 13 GDPR.

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SOFT SKILL AND TECHNICAL SKILL

I'm good at breaking down problems into smaller parts and then developing logical and creative solutions. I'm able to prioritize tasks, manage my time, do teamwork, communicate and collaborate. I consider myself reliable, determined and task-oriented.
I enjoy both front-end and back-end development. I have skills in data structure and algorithms and I like modeling optimal solutions based on the application context. I am passionate about software engineering, especially defect prediction, vulnerabilities, code and test smells and software metrics.

PROJECTS

Master Thesis - *IaC Defect Prediction Using PDG Metrics* |

- Infrastructure-as-code (IaC) is a DevOps practice that facilitates the management and provisioning of infrastructure by utilizing machine-readable files known as IaC scripts. Similarly to other types of source code artifacts, these scripts are susceptible to defects that may hinder their functionality. We conjectured that Program Dependence Graph (PDG) metrics may provide insights into the defectiveness of IaC scripts and, based on such a conjecture, we proposed to develop and empirically evaluate a new defect prediction model based on PDG metrics.

SalernoAmica - *Cross Platform Application* |

- Project developed for an exam and the App Challenge IX Edition. The application was created for the municipality of Salerno and consists of an aggregation point for all the services offered by the municipality of Salerno. The app has a back office for each type of admin. There were four people in the group. We used Flutter for front-end, Spring for back-end, MySQL for the database, OliaviaAI for the chatbot and Firebase for notification management. I mainly worked on front-end and chatbot.

CoralloSmart - *Web App* |

- In a 3-months exam simulation, I lead a team of 8 students as Project Manager. I was accountable to: Defining project goals and objectives, Developing a project plan, Allocating resources, Monitoring project progress, Managing project risks, Managing project communications, Managing project budget, Managing project scope, Managing project quality. For each phase of the project I wrote the relative documentation. Every week we had a meeting to discuss issues and monitor progress. We have completed the entire project within budget.

DARTS 2.0 - *Intellij plug-in* |

- The goal of project was to improve DARTS (Intellij plug-in) by adding new test smell detectors to detect new test smells such as Conditional Test Logic, Constructor Initialization, Duplicate Assert, Exception Handling, Ignored Test and Magic Number Test. The change request consists in implementing new detectors for test smells using structural and textual metrics. Some detectors have a customizable threshold.

MyFunCompiler - *Compiler* |

- The goal of the project was to develop the front-end of the compiler for the language Fun. Front-end include: Lexer, Parser, Semantic Analyzer, Intermediate Code Generator, Symbol Table and Error Handler. I used JFlex to generate Lexer, JavaCup to generate LALR Parser and Visitor Desing Pattern to do semantic analysis.

GreenStar - *Android App* |

- GreenStar is an app for mapping light pollution levels around the world. The main purpose of the project was accessibility and usability. I followed the principles of Gestalt to improve user experience. I used Google's Material Design, an adaptable system of guidelines, components, and tools that support the best practices of user interface design. App developed using Java and Android Studio.

SorrentoMarina - *Web App* |

- Web application to reservations management of the shores of a seaside consortium. The platform has three type of users and the main functionality are search, booking and feedback. Team composed of 6 team members and 2 project managers. I was a team member. As a team we wrote several documents such as Requirement Analysis Document, System Design Document, Object Desing Document, Test Plan, Test Incident Report and Test Summary. We also implemented and tested the web app. We used Factory and Chain-of-Responsability Desing Patterns.