



Federico Macchi

SOFTWARE ENGINEER
SYSTEM INTEGRATOR SPECIALIST

CONTACTS

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SKILLS

SOFTWARE ENGINEERING SKILLS

2+ years of experience with C++

1+ years of experience with Java, Python, Javascript, C#.

Experience with programming patterns, good coding practices, versioning and tracking tools (Git, TFS, JIRA).

Good knowledge of both Windows and Linux (mostly Debian/Ubuntu) Operating Systems and their scripting languages.

SOFT SKILLS

Teamwork, good communication, and pitching skills. Fast learner. Agile working.

Experience with the MS Office Suite, Adobe Illustrator & InDesign. Advanced with Photoshop and Adobe XD.

LANGUAGES

ITALIAN

Native

ENGLISH

Full professional proficiency (C2)

SPANISH

Limited working proficiency

ABOUT ME

I like to get my hands dirty building and testing devices of any sort; I have a team-oriented mentality and love co-operating with others sharing ideas, insights, and knowledge. I've participated in many hackathons and other coding challenges.

I am interested in Software Development/Engineering, but also in UIs, XR, and UX.

I am very passionate about space, aerospace, videogames, cooking, and learning new things, especially foreign languages.

I am currently working as an Aerospace Software Engineer and System Integrator Specialist for TXT Group at Leonardo Helicopters, Training & Simulation Area.

WORK EXPERIENCE

Aerospace Software Engineer @ TXT GROUP

Fulltime | From November 2020

As the AW169 Simulators Product Line Owner, I oversee the software development and integration of new features for every AW169 Simulator - often cooperating with other companies such as CAE and Reiser.

I'm also responsible to maintain the codebase and update legacy parts with new, cutting edge, technologies and solve bugs along the way.

I'm directly connected with PMs and PEs to ensure projects success; I frequently speak with clients to verify requirements, limitations and discuss additional requests.

HMI Testing Engineer @ LEONARDO ELECTRONICS (LED)

Intern -Thesis Worker | May 2020 - October 2020

For my Master's Thesis and Apprenticeship, I have developed a Testing Suite (with CI/CD integration) to automate map-based GUI Testing. Based on the results achieved, I wrote my Master Thesis and a paper, accepted by the 28th IEEE FRUCT Conference (Moscow, Russia, 27-29 January 2021, DOI: 10.23919/FRUCT50888.2021.9347592)

SOFTWARE ENGINEER @ MONKEYCUBE SRL - MILAN

Part-time | March 2018 - December 2018

Co-developed a cross-platform application (Windows, macOS, Linux) to determine the best positioning of television antennas to optimize the covered area employing a modern stack: ReactJS, NwJS, ThreeJS, and Semantic UI.

My roles included discussing the software architecture, implementing features, and peer-reviewing the code of my colleague.

IT TECHNICIAN & EMPLOYEE @ PSA&CF SRL - VARESE

Part-time | 2015 - 2017

PSA&CF is a small company that organizes scientific events (100+ participants) and workshops for medics and other medical professions.

I actively organized and advertised events via email, telephone, and through the company website. I created and updated the company website, designed graphics, and materials for the events. I was the main point of contact for all the IT/tech-related stuff in the office, including maintenance and purchasing of software and equipment.

FREELANCER FULL-STACK DEVELOPER

2014 - 2018

Ideated and developed/improved websites based upon customers' needs & requests, using mainly CMS (WordPress/Joomla) or modern stacks (React, NodeJS, MongoDB). Performed user research to improve usability and UX, optimized SEO, and branding.

EDUCATION

AALTO UNIVERSITY & UNIVERSITY OF TRENTO

21 October 2020 & 23 November 2020 | EIT Digital Double Degree Program

MSc. in Human-Computer Interaction and Design (Department of Computer Science) - obtained with Honors.

POLITECNICO OF MILAN

September 2013 - July 2018

BSc. in Engineering of Computing Systems.