

Francesco TESTA

CONTACTS

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Francesco Testa

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ABOUT ME

A highly motivated Master's student in Computer Science at University of Bologna. Throughout my Bachelor's degree, I gained experience in team-based project development, building a solid foundation in various programming languages, database management, and modern software development practices. I am proficient with version control systems and their application in open-source projects, and familiar with deployment technologies like Docker and Kubernetes.

PERSONAL INFORMATIONS

Date of birth: 06-06-2002

Nationality: Italian

Languages:

◇ Italian (Native)

◇ English (Reading/Listening: B2, Speaking: B1)

SKILLS

- Python, C, Javascript, Typescript, Node, Vue, Swift, Java
- SQL, MongoDB
- Git e github
- AI assistant
- Concurrent programming and operative systems
- Docker, Kubernetes
- Communication and team work

EXPERIENCE

- TEACHER AT IAROS INTERNATIONAL** **01.2026–now**
Vocational Education and Training (IeFP) courses
◇ *Computer Science, Excel and Mathematics*
- SITE DEVELOPMENT** **05.2025–now**
Implementation of Francesco Iapaolo's website.
◇ *Wordpress*
- INTERNSHIP at University of Bologna** **06.2024–09.2024**
Study of Cheshire Cat AI's core and implementation of some plugins (*Python*).
Tutor: Giancarlo Succi.
◇ How to verticalize an LLM: RAG and fine-tuning

PROJECTS

- CLASSIFICATION MODELS FOR LOAN RISK PREDICTION** **01.2026–02.2026**
◇ *Python, Pytorch*
- JUSTEAT SMALL REPLICA** **04.2025–09.2025**
◇ *Spring Boot, Camunda*
◇ *Docker, Kubernetes*
- WORK ON CENSORSHIP OF LLM** **01.2025**
- IOTHPY - MANTAINER** **02.2024–now**
Python module (written in C) to support IoT (VirtualSquare)
- GAMEDIVERS** **03.2024–06.2024**
Small social media based on videogames' reviews.
◇ *Swift* for iOS app.
◇ *Backend Node+Typescript*
- SQUEALER** **09.2023–01.2024**
Small social media
◇ *Node + MongoDB - Backend*
◇ *Vue - Frontend*
- PLAYF3 - TESTER** **10.2023–12.2023**
Really Bad Chess site.
◇ Unit and End-to-End tests; Agile software development
◇ *Jest, SonarQube, CI/CD, GitLab Runner*
- PANDOS** **01.2023–06.2023**
Implementation of first two phases of PandOS project
- NISSHOKU PLAYER – MNKGAME PLAYER** **01.2023–06.2023**
Implementation of algorithm for generalized tris (MNKGame)
- DEBLURMNIST** **01.2024**
UNet implementation for Motion Deblur of Mnist's images. ◇ *Python, Tensorflow, Keras*

FORMAZIONE

- MASTER'S DEGREE IN COMPUTER SCIENCE - SOFTWARE TECHNIQUES, University of Bologna** **2024–now**
- BACHELOR'S DEGREE IN COMPUTER SCIENCE, University of Bologna** **2021–2024**
◇ Thesis on Cheshire Cat AI
◇ vote: 110/110 cum Laude
- HIGHSCHOOL DEGREE, M.Pagano - Classical High School.** **2016–2021**
◇ vote: 88/100