

Michellini Filippo

SOFTWARE ENGINEER

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“Otium Sine Litteris Mors Est, Et Hominis Vivi Sepultura”-Seneca

Employment History

Accenture

Turin (remote),Italy

FULL STACK BACKEND DEVELOPER

May 2023 - Present

- I developed a Perl script for processing CSV
- I Setup a Self Hosted Git Repository for the developers team, and a SVN server for the Technical writers(non-IT)
- Managed Windows Server Remote machine with SQL Server
- Wrote a Java applet connected with an SQL DB to process XML read from an s3 bucket and forward them through SFTP to a remote server

Accenture

Turin (remote),Italy

SOFTWARE ENGINEER - TEAM LEADER

May 2022 - May 2023

- I led and organized the successful integration of a business partner in our system. **I guided and supervised a team of 4 junior engineers** in building the solution from the ground up and made sure all the technical requirements were respected. This added a potential of 100k EV charge points for our clients and tens of apps used by thousands of users to connect to our network. Winning new clients and consolidating present contract by expanding their economic reach.
- I became the **Owner of different repositories** in the microservice architecture of the project, **while actively contributing at the codebase I perform code reviews to ensure the highest standards are met.**
- I Implemented Plug&Charge functionalities as described by the ISO15118 standard effectively developing hardware-firmware communication protocols to our CMS. **I worked in close contact with the UX/UI lead** in order to design the simplified charging experience of the Electric Vehicle driver.
- used Java 11, UML, MongoDB, Redis, OpenAPI, SQS, REST calls, Asynchronous calls, Spring, Kubernetes, Docker, AWS CLI

Accenture

Turin (remote),Italy

JAVA DEVELOPER

June 2021 - May 2023

- Development from a backend perspective in the field of electric charging for Electric-Vehicles, from the communication protocol between 260.000 electric turrets (Charge Points) and electric cars users to the development of Web Portal and Mobile APP with adjoining Management Systems to manage sessions, reservations and rates.
- The activities carried out in the **Java Spring** environment with **Agile Scrum methodology** are aimed at creating new **microservices infrastructure** with attached **documentation** for internal use and the end customer. Focus given also to codebase maintenance (E.G internal rework, increases in code coverage (**Junit 5**), data migration and database population on **mongo db**. Cloud deployment integration and portability issues are solved in constant loop with the **AWS** team in order to ensure CI.
- Study, implementation and update of OCPP 1.6, OCPP2.01, OCP12.1.1, OICP2.3, OSCP 2.0 protocols as defined by the OCA foundation and related stakeholders

Betacom srl

Rome,Italy

JUNIOR FULL STACK INTERN

February 2021 - June 2021

- The focus of the development activity was to present the various phases of the software life cycle and create enterprise web projects based on monolithic architectures and microservices by deploying on application servers and web containers such as Jboss, Wildfly and Tomcat.
- Within the integration of the components, a complete overview of the key **Design Patterns** for the management of these architectures (MVC, Adapter, Business delegate, Singleton, Factory, DAO, Façade and Prototype) was also presented.
- The path initially covered the development on the BE side. On the FE side, various techniques have also been used for communication with the middleware side, such as the consumption of services through HTTP verbs.
- Particular importance was also given to database development(Oracle,SQLite)
- GIT was used for sharing and versioning of team projects.
- On the deployment side, orchestration tools were used such as: OpenShift and Kubernetes. Container virtualization was built through Docker in order to create scalable enterprise applications.

FabLab Roma

Rome,Italy

STUDENT INTERN

June 2020 - September 2020

- Operating, Troubleshooting and General Assistance to the FabLab Machinery (laser cutter, different **3d printer, Cn plotter, Arduino boards and IDE**)
- Delivered lenticular printing book concept exposed in the MakerFaire event in Olbia
- scheduled and planned Workshop on using Unity for augmented reality
- Follow offered courses on: Micro-controllers for Wearable Devices (Arduino, Raspberry Pi) Python for Machine learning

Skills

DevOps	AWS, Docker, Kubernetes
Back-end	Spring, Hibernate, REST API
Front-end	Hugo, React, Angular, HTML5, CSS, SASS
Programming	Java SE/EE, MongoDB, UML, Python , (Go, Perl, PL/SQL, C++, Racket(lisp), JavaScript/Typescript, C)
Working Philosophy	CI/CD, scrum/Agile, Clean Code
Languages	Italian(Native Speaker), French(Highly proficient), English(Highly proficient), Spanish(Highly proficient), German(Working knowledge)
Hobbies	Arduino prototyping, 3d printing and jewel casting

Open-Source Contributions

google/data-transfer-project	raised test coverage(2023)
commaAI/comma10K	minor help on Computer Vision segnets training for autonomous driving(2020)

Education

Continuous Interest

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AUDITING NUMEROUS LECTURES AND COURSES, BUILDING MY LIBRARY

KdG University of Applied Sciences and Arts

Antwerp, Belgium

ERASMUS+ (CREATIVE TECHNOLOGIES AND ENTREPRENEURSHIP)

September 2019 - January 2020

- Sculpted a self portrait using the technologies available in the university FabLab
- Notable activities and courses in my program:
 - Immersive Marketing
 - Integration Skill WEB-UX-UI
 - Trendwatching
 - Dutch Foreign Language level 1A
 - boxing

Istituto Pantheon Design and technology

Rome, Italy

BA IN PROGETTAZIONE MULTIMEDIALE (MEDIA DESIGN & DEVELOPMENT)

September 2017 - January 2021

- Thesis on Cartography implementation in Mixed Reality.
- Notable activities and courses in my program:
 - Web Design
 - 3d modelling
 - Unity Game Engine
 - Video Game Development for xR
 - Film Studies
 - Video Game scripting

Esa Bac - Mention bien

MINISTÈRE DE L'ÉDUCATION NATIONALE ET DE LA JEUNESSE / MINISTERO DELL'ISTRUZIONE, UNIVERSITÀ E RICERCA

2015