

FRANCESCO OSTIDICH

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EDUCATION

Polytechnic of Milan

Italy

M.Sc. Computer Science and Engineering

Feb 2024 – Sep 2026

- Articulated solutions for vague and evolving requirements demanding strong abstract thinking.
- Gained hands-on skills on complex systems design and security, operating systems, cloud scalability.

Polytechnic of Milan

Italy

B.Sc. Computer Science and Engineering

Sep 2020 – Feb 2024

- Completed several projects emphasizing proactive problem solving, and rapid self-learning abilities.
- Built solid fundamentals, including multi-tiered systems, relational databases and data structures.

WORK EXPERIENCE

Distributed Software Development

Italy – Sweden

ABB Ltd – C#, .NET, NUnit

Oct 2025 – Dec 2025

- Modernized a factory simulation system made of 9 Raspberry Pi nodes running remotely.
- Replaced legacy deployment and data extraction tools, introduced a new cross-platform UI, and engineered a secure communication protocol. Improved usability for Linux and Windows environments.
- Used SCRUM and code reviews to maintain high code quality. Engaged directly with stakeholders.

Fine Dining Waiter

Ispra, Italy

Vespucci Restaurant

Jul 2022 – Sep 2022

- Provided service in a high-end restaurant requiring close coordination with a large team of 20.

PROJECTS

Students & Companies Website – C#, JavaScript, ASP.NET, React, MySQL, Docker, AWS

Full Stack Platform

- Led a team to develop a full-stack internship discovery platform (20k lines of code).
- Managed full software lifecycle from design documents to implementation and automations.
- Images deployed on AWS EC2. Achieved 100% integration test coverage across all REST APIs.

Fractal Image Generator – C, C++, CUDA, GPU

Parallel Programming

- Coordinated the implementation of a 3-kernel, high-performance, custom image generation pipeline.
- Progressively optimized GPU-accelerated execution, cutting runtime from seconds to 280ms, reducing algorithmic complexity to comply with strict time and memory constraints.

MyShelfie Board Game – Java, Maven, JUnit

Multi-Player Game

- Guided a 4-person team to develop a client-server game following a distributed MVC pattern.
- Devised an object-oriented, multi-threaded architecture supporting CLI, GUI interfaces and socket, RMI networking protocols. Practiced TDD for extensive unit testing (+90% coverage on 15k lines of code).

Well MEing App – Swift, Python, Firebase

Mobile App

- Directed a team of five in building a iOS app for evaluating people wellness (10k lines of code).
- Used Firebase (GCP) as backend, deploying a NoSQL DB, 2 AI-based modules, and APIs for data upload.
- Stress-tested with 30+ users. Optimized code and cloud config to ensure sub-100ms latency.

Mars Terrain Classification – Python, TensorFlow, Keras, CNN

Deep Learning

- Secured 2nd place (out of 200) in a semantic segmentation, convolutional neural network training challenge for classifying Martian terrain compositions, reaching 74% accuracy.
- Focused on data augmentation, increasing dataset size 4x to 10k samples.

SKILLS

Programming: Java, Python, C, C++, C#, CUDA, Rust, Zig, JavaScript, Assembly

Tools & Technologies: Git, Docker, SQL, Linux, Bash, Lua, HTML, CSS, LaTeX, Neovim

Languages: English (C1, ETS 930/990), Italian (native)