



# Dario Pellegrini

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## Curriculum Vitae

### Personal informations

Name and Surname **Dario Pellegrini**

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### Education

09/2012–03/2015 **Master's degree in computer engineering**, *Università degli Studi di Brescia*, Brescia.

09/2008–11/2012 **Bachelor's degree in computer engineering**, *Università degli Studi di Brescia*, Brescia.

### Bachelor's Thesis

Title *Analysis and comparison between framework for web application development: Java Web Start and Microsoft Silverlight*

Supervisors Professor Pietro Baroni

Description This thesis explored the technological differences between JWS and MS Silverlight, taking as example two web applications that have been developed "ad hoc".

Degree mark 92/110

### Master's thesis

Title *Web software tool based on quantitative argumentation*

Supervisors Professor Pietro Baroni, Professor Francesca Toni, Professor Marco Aurisicchio

Location Imperial College London

Duration 4 months

Description This thesis consists in design, development and testing a web application based on quantitative argumentation theory. In particular, it allows users to signup, login and discuss together, using a graph and matrix style GUI. The software also implements the QuadArc recursive algorithm and algorithms of translation from IBIS graph to decision matrix and viceversa.

Degree mark 105/110

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## Publications

Title *Comparing and integrating argumentation-based with matrix-based decision support in Arg&Dec*

Other authors Professor Pietro Baroni, Professor Francesca Toni, Professor Marco Aurisicchio

Description This paper describes and investigates the relationship between 2 different methods for quantitative argumentation. It also describes Arg&Dec web tool, where these methods have been implemented ([www.arganddec.com](http://www.arganddec.com)).

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## Experience

### Vocational

02/2019–  
today **iOS, Android and backend developer**, TAB LAB S.R.L., STARK TECHNOLOGY PARTNER S.R.L., Paratico (BS), Italy.

Development of several iOS and Android projects, from the beginning to publication. Development of Ffmpeg and video editing backend. Development of API backend on top of MongoDB and MySQL. Configuration of cloud VPS and cloud architectures on Digital Ocean and AWS.

06/2015–  
today **iOS and Android developer**, S4WIN S.R.L., Brescia, Italy.

Development of iOS and Android projects, from the beginning to publication. Experience on IOT apps based on Wi-Fi and Bluetooth. Design and development of backend systems based on web services. Maintenance of pre-existing apps and system activities on company's Linux servers.

03/2015–  
06/2015 **iOS developer**, DUCKMA S.R.L., Brescia, Italy.

Excellent learning experience in iOS development, which experienced full development of an app, the conclusion of another and the participation in other 2.

06/2014–  
02/2015 **Chief web developer**, IDSHOOTER S.R.L., Brescia, Italy.

Design and developing of IDSHOOTER S.R.L. online services. These services consist on a dynamic website, that has been developed in HTML, CSS, JavaScript (front end) and PHP (back end), with functionalities like file compression and upload, SQL queries, AJAX usage, Bootstrap styling and profiles management.

Besides this, development of IDSOOTER's QR code readers on Android (Java) and iOS (Objective-C)(not yet completed).

10/2008–  
12/2011 **System Operator**, GUS S.R.L., Italy.

Installation, management (software, database and network) and maintenance of ISU international system for figure ice skating scoring, for italian and international competitions.

2007 **Assistant**, UNICREDIT, Lumezzane BS, Italy.

Assistant in business activities for Unicredit bank in Lumezzane, Italy.

## Miscellaneous

- 2009–today **Android and iOS developer.**  
Development of a personal 350000+ download app on Play Store. Development of iOS and Android apps, available on App Store and Play Store, with a focus on generative artificial intelligence.
- 2009–today **Game developer.**  
Development of mobile and desktop videogames during spare time.
- 2012 **Network technician.**  
Configuration of WPA-Enterprise with RADIUS for a cultural association.

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## Computer skills

- Operating systems macOS, Linux (Archlinux, Debian, Fedora, OpenWRT, Ubuntu).
- Relevant applications Xcode, Android Studio, IntelliJ, Visual Studio Code, Sketch, Pixelmator, XD.
- Relevant languages **Swift, Objective-C, Kotlin, Java, Javascript, TypeScript, PHP.**
- Relevant SDK and frameworks **iOS SDK, SwiftUI, Combine, RxSwift, RxCocoa, CoreData, Couchbase, SpriteKit, Android SDK, Jetpack Compose, Realm, JDK, Ktor Vert.x, OpenCV.**

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## Languages

- Italian **Mothertongue.**
- English **Professional working proficiency.** *P.E.T certification*
- Foreign experiences **Imperial College London, during development of master thesis.** *09/2014-02/2015*

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## Interests

- Music (electric bass)
- Quantum computing and physics
- Graphical arts
- Astronomy
- Cinema
- Literature

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## Relevant coursework and projects

- Relevant courses in B.D. Advanced Java and C Programming, Software Engineering, Computer Networks, Programming Languages, Computer Organization and Design, Operating Systems, Computing Infrastructures, Network Infrastructures, Databases, Signals and Systems.
- Relevant courses in M.D. Artificial Intelligence, Digital Image Processing, Network Security, Robotics, Scientific Computing with MATLAB, Algorithms and Data Structures, Web Information Systems and Web Services, Business Information Systems Management, System Administration, Web Programming, Optimization Algorithms, Human-machine interaction.

## Relevant projects

- Development of iOS, Android, and backend for Odeum app, which creates automatic podcasts with generative AI and text to speech AI models (personal project)
- Development of iOS (SwiftUI), Android (Android) of Kings League app
- Fullstack development of the Numero Diez app (iOS, Android, backend, news data integration, live match data integration, video streaming management)
- Development of iOS, Android, backend, backoffice (React) for the Happy Maintenance app
- Development of iOS, Android, backend, backoffice (React) for the FK in touch app
- Development of iOS, Android, backend, backoffice (React) for the Tenka Solar app
- Development of iOS, Android, and backend for the Italy Nowadays news app as a personal project
- Development of iOS, Android, and backend for the KAMA.SPORT app
- Development of iOS, Android, and backend for the FIGC Technical Sector app
- Development of iOS, Android for the ComiXtime app
- Backend code development in Ktor for Premio Nocivelli.
- Development of the iOS user app, the iOS administration app, and the backend for My Wedding Day, for managing wedding invitations.
- Development of the RN2 IoT app suite, for managing and communicating with refrigerated counters via WiFi.
- Development of Guardrobe iOS app and Node.js backend.
- Development of Paperless Enterprise web app for documentation management.
- Development of Installation Enterprise native app for documentation management.
- Development of PeopleGO iOS app, Node.js backend and Javascript admin website.
- Development of an enterprise IOT Android app based on WiFi.
- Development of Bondioli Pavesi document finder Java desktop application.
- Development of Appertutti iOS app.
- Development of Premio Nocivelli iOS and Android apps.
- Development of Roba da Donne iOS app, consisting in a social network with post list, like, profile sharing and push notification functionalities.
- Development of the last part (about 30%) of Padiglione Italia iOS app, starting from the Android one.
- Development of the first 60% of FBPlayer app, consisting in a social network with social login functionalities, push notification and web view management.
- Design and development of a recursive presentation app for iOS, property of DuckMa S.R.L.

Open source Libraries available on <https://github.com/dariopellegrini> :

- KDone Ktor powered configurator for RESTful API, with authentication
- StorageDone-iOS Swift library to make easy using local document-oriented database in iOS apps
- StorageDone-Android Kotlin library to make easy using local document-oriented database in Android apps
- Cobb lightweight Swift dependency injection library
- Vertirest: Vert.x RESTful backend written in Kotlin
- DeclarativeRecycler: declarative use of Android RecyclerView
- AggregateRecyclerViewAdapter: a delegate based adapter for Android RecyclerView
- Spike: Android network abstraction layer written in Kotlin.
- FormBuilder: Android form builder written in Java.
- MKInvertedCircle: overlay for iOS MapKit written in Swift.
- DPTimePicker: timepicker written in Swift.
- DPRadialMenu: radial menu (Pinterest like) written in Objective-C.

#### University projects

- Design and development of Arg&Dec web tool for master thesis project, available at [www.arganddec.com](http://www.arganddec.com).
- User experience study on Unieuro website, for Human-machine interaction course.
- Design and development of an online Arkanoid game, for Web Programming course.
- Development of a meta-heuristic algorithm for solution of an Undirected Capacitated Arc Routing Problem with Profits, for Optimization Algorithms course.
- Development of an algorithm for skeleton derivation from Kinect video stream using OpenCV libraries, for Digital Image Processing course.
- Development of an algorithm for modelling decision support scenarios, for Algorithms and Data Structures course.
- Development of a Unity videogame within 48 hours during Global Game Jam programming marathon (hackathon).

## Personal future goals

Become an excellent expert in mobile development, especially iOS and Android. Work on important and innovative projects, able to make the difference in mobile environment.

Learn game development subjects and experience game industry.

Learn as much technologies as possible, in order to have an excellent background in IT industry.