

ALDO TROIANO

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EDUCATION

- 2020 - 2021** **University College London** **London, UK**
MSc Information Security
Core modules: Computer Security, Introduction to Cryptography, Information Security Management, Cybercrime, Cryptocurrencies, Research in Information Security, MSc Dissertation.
- 2017 - 2020** **University of Reading** **Reading, UK**
BSc Computer Science, First Class Honours
Core modules: Software Engineering, Computer Architecture and Networking, Java, Distributed Systems and Parallel Computing, Image Analysis, Data Science, Visual Intelligence, Virtual Reality.
Final year dissertation: "Mobile Multiplayer Networked Game optimised for unreliable connections".
- 2015 - 2017** **King Edward's School Witley** **Godalming, UK**
International Baccalaureate
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WORK EXPERIENCE

- Dec. 2020 - Present** **CommnRoom UK** **London, UK**
Technical Lead
 - Responsible for the development and maintenance of the Mobile Applications and Back-end Infrastructure
 - React Native, PHP and RESTful APIs
- Oct. 2018 - April 2020** **University of Reading** **Reading, UK**
Undergraduate Teaching Assistant
 - Aided First and Second-Year students in C/C++ and Java/Android Programming courses respectively
 - Collaborated with other teaching assistants to provide a more inclusive session, enabling the students to understand the content fully
 - Overseeing demonstrations, assigning marks and confirming coursework completion
- June 2019 - Sept. 2019** **Nesea srl** **Rome, Italy**
Mobile Application Developer
 - Junior Developer of hybrid Mobile Applications dedicated to a major Italian Sporting Event
 - Managed Database integrity and also created DB population scripts to automate functionality creation for the Application clients
 - Learned the dynamics of Full-Stack development environments
- June 2018 - Sept. 2018** **Nesea srl** **Rome, Italy**
Development Team Assistant
 - Assistant to the Development Team in enhancing the existing Nesea Mobile Applications
 - Support to the management of large databases and scripted complex SQL transactions
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ACHIEVEMENTS

- 2020** **University of Reading** **Reading, UK**
Final Year Dissertation Project
 - Developed a Client Application in Lua and Server Application in JavaScript to support a Real-time Mobile Multiplayer Networked Game optimised for unreliable connections
 - Implemented Low-Level Socket Management, Packet Compression and Serialization, Linear Interpolation algorithms, and Matchmaking
 - Currently supports up to 4 players in each team with concurrent matches taking place
 - Managed the AWS Cloud-hosted Server Application

2018

“Number Freak” Development

Rome, Italy

- Developed and published a native iOS game using Swift 4
- Implemented real-time leader board and back end Firebase Database

TECHNICAL SKILLS

PROGRAMMING LANGUAGES

Java, C, C++, JavaScript, React Native, PHP, SQL, HTML, Swift, Python, Lua, MATLAB, Visual Basic

TOOLS

Eclipse, Android Studio, Xcode, IntelliJ, Visual Studio, WebStorm, Postman, Wireshark, Anaconda, Git

OPERATING SYSTEMS

Windows 10, Linux, MacOS 11, iOS 14, Android 10

ADDITIONAL INFORMATION

LANGUAGES

Italian (native), English (fluent), Spanish (intermediate).

INTERESTS

Blockchain, Cross-Platform Applications, Decentralised Network Architecture, Finance, Cross-Platform Development, FinTech, Information Security, Artificial Intelligence, Virtual Reality, Drone building.

LICENSES & CERTIFICATIONS

L1 Proficiency in KNIME Analytics Platform for ETL, Data Analytics and Visualization

EXTRACURRICULAR ACTIVITIES

Running, Rowing, Football, Gym, Social activities