Angelo Trotta

Resume (September 2026)

Bio

Computer Science graduate passionate about harnessing technology to improve lives. Curious, motivated, and detail-oriented, I enjoy exploring new technologies and developing practical solutions that bridge the gap between people and technology.

Contact Information

Student Residence
Department of Bioscience and Territory
University of Molise
Contrada Fonte Lappone
86090 - Pesche (IS), Italy

Mobile: (+39) 392 775 0987
E-mail: angelotr@ik.me
Website: https://angelotrotta.pages.dev/
GitHub: https://github.com/ShyVortex

Personal

Gender: Male
Birthdate: 05/10/2002
Citizenship: Italian

Professional Experience

Full-Stack Developer

2D Consulting | Italy, Remote 11/2025 - 03/2026 | 06/2026 - 08/2026

Implementation of software projects on behalf of two clients:

- Design and development of a comprehensive web portal with role management and security for the use of ministerial corporate services obtained through PagoPA's PDND Interoperability platform on behalf of SACA - Servizi Ambientali Centro Abruzzo. The backend is built in NestJS and the frontend in Angular.
- Design and development of a mobile application in collaboration with the Land Reclamation Consortium for Inner Abruzzo - Aterno and Sagittario Basins, utilizing the Angular framework leveraging the TypeScript language.

WordPress Developer

Business 121 | Italy, Remote 12/2025 - 02/2026

Maintenance and development of their industrial website made in WordPress, also implementing new pages and features.

- Rewritten footer code and reorganized home page
- Custom features in PHP (hooks, filters, actions)
- Improved e-commerce checkout with validation of Italian fields
- Plugins integration and customization (Elementor, ShopEngine, WooCommerce)

- Debugging frontend/backend with JavaScript/jQuery e PHP
- Handled custom CSS and responsive design

3D Artist

Freelance | Italy, Remote 10/2019 - 12/2022

Responsible for the creative design and development of 3D scenes and models, combining artistic vision with technical expertise to deliver high-quality visual assets.

- Led the creative design of 3D scenes and models.
- Collaborated closely with photographers and artists to achieve optimal visual results.
- Maintained continuous professional development in 3D modeling and software proficiency.
- Experienced in leading 3D modeling and animation software, including Blender and Unreal Engine.

Trainee Reviewer

Devils In The Detail | Italy, Remote 01/2021 - 01/2022

Developed semi-professional reviews aimed at informing potential buyers about the strengths, weaknesses and overall value of each videogame analyzed.

- Enhanced and deepened proficiency in the English language.
- Authored quality reviews with an emphasis on objective and critical evaluation.
- **Personal curator page:** `https://store.steampowered.com/curator/40199055/`

QA Tester

Groove Studio | Italy, Remote 07/2020 - 12/2020

Contributed to quality assurance of the first-person procedural indie horror game LOCIS, published on Steam.

- Conducted systematic game testing to identify bugs and gameplay issues.
- Analyzed and evaluated software quality to ensure a smooth player experience.
- Collaborated effectively in team-based problem-solving and group-thinking exercises.
- Researched and proposed solutions to technical and structural challenges encountered during testing.

Content Creator

Maker Studios | Italy, Remote 02/2015 - 02/2018

Formerly managed a gaming-focused YouTube channel with over 300 subscribers and several thousand views. Partnered with a third-party network providing revenue through advertisement integration.

- Led the creative design and production of informative and entertainment videos.
- Experienced in the use of major video editing software, including Camtasia Studio and DaVinci Resolve.
- Implemented workflow optimization strategies, resulting in cost savings, reduced resource waste, and improved production efficiency.
- Collaborated closely with fellow video creators to develop engaging and cohesive content.

Education

M.Sc. in Software Systems Security — 2026 (expected)

University of Molise, Pesche, Italy

Exams taken so far:

- Advanced English
- Biometric Systems
- Computer Forensics and Investigations
- Security Governance
- Informatics and Law
- Computational Statistics and Machine Learning
- Software Project Management
- Software Security and Program Analysis
- Semantic Intelligence for Cybersecurity
- Internet of Things and Automation Principles
- Physics Laboratory for Computer Science
- Software Analytics for Cybersecurity
- Cryptography
- Network and Industrial Security
- Privacy and Information Security

TypeScript, React and Next.js Course with AI — 12 June 2026

Forma.Temp

Funding agency: Forma.Temp
Promoting employment agency: Lavoropiù S.p.A.
Executing agency: Forpiù - Bologna office
Project ID: 021PROTD2623136
Typology: Professional
Length: 240 hours
Teacher: Antonino Melluso
Mode: Full remote

Topics:

- HTML and CSS
- Modern JavaScript
- TypeScript
- React for modern UIs
- Next.js: production-like applications
- Simulated back-end with json-server and json-server-auth
- Git and teamwork
- AI tools applied to development

Link to course repository: `https://github.com/ShyVortex/esercizi-cgm`

Workers' General Training — 6 May 2026

ForIT Cooperative Society L.L.

Project ID: 021PROTD2623136
Length: 8 hours
Mode: Full remote

Topics:

- General health and safety
- Rights and Duties of agency workers

B.Sc. in Computer Science

24 October 2024

University of Molise, Pesche, Italy

Thesis title: *A Fine-Grained Analysis of Comments Quality in Code-Related Datasets*
Research area: Automated Software Delivery
Advisor: Prof. Simone Scalabrino
Grade: 108/110

Exams taken:

- Logic and Foundations of Computer Science
- Computer Architecture
- Programming I
- Operating Systems
- Probability Calculus
- English Language
- Programming II
- Mathematics I
- Introduction to Machine Learning
- Legal Informatics
- Algorithms and Data Structures
- Databases and Information Systems
- Physics
- Numerical Calculus
- Mathematics II
- Computer Networks
- Operations Research
- Automated Software Delivery
- Artificial Intelligence
- Hands on Unity
- Mobile Programming

High School Diploma

30 July 2021

Scientific Lyceum "Bonghi-Rosmini", Italy

Main subjects covered:

- Mathematics
- Physics
- Biology
- Chemistry

Projects

Neural CLAP - User Feedback Analysis Suite

University of Molise, Pesche, Italy 12/2025 - 01/2026

Development of a modular Python pipeline for automatic classification of mobile app reviews in classes of Requirements Engineering (Bug, Feature, Usability, etc.). The system leverages local LLMs (DeepSeek-R1) through Ollama, implementing prompt engineering strategies (Zero-Shot, Few-Shot, Chain-of-Thought) and a "smart resume" logic for computational efficiency. Designed to guarantee scientific reproducibility, it includes mechanisms of robust parsing (Regex/JSON) and optimizes hardware resources utilization (CPU/GPU offloading) to analyze and process massive textual datasets.

Project link: `https://github.com/ShyVortex/neural-clap`

UniMove - Car Sharing for University Students

University of Molise, Pesche, Italy 03/2025 - 09/2025

*In this project, I served as the **Lead Software Manager**. I delivered training sessions to students from the previous academic year who were responsible for developing the mobile application. The courses covered the fundamentals of CRUD operations, PostgreSQL, Java Spring for backend development, API testing with Postman, and the Ionic framework for frontend implementation. Additionally, in collaboration with the other managers, I coordinated task assignments following Agile methodologies, continuously monitored team progress, and provided structured feedback throughout all development phases to ensure an efficient and seamless workflow.*

GameTracker - Library Manager

University of Molise, Pesche, Italy 05/2024 - 07/2024

A mobile app (Android and iOS) built with Flutter to allow users to track video games across multiple platforms.

Project link: `https://github.com/ShyVortex/game-tracker`

- Enables users to log their gaming library (platform, playtime, completion date, highlights) and manage wishlists, favorites, and completed titles.
- Implemented user account creation and synchronization with a remote backend to preserve user data across devices.
- Integrated location-based features leveraging OpenStreetMap to record where a game was completed (physical location).
- Built settings menu including theme switching (light/dark mode) and profile customization.
- Coordinated the development of both frontend (Flutter UI) and backend APIs to deliver a seamless, responsive experience across platforms.

PlusOne - Simpler Healthcare Communication

University of Molise, Pesche, Italy 04/2024 - 06/2024

Developed a cross-platform mobile application using the Ionic framework to enhance communication among healthcare professionals in hospital and emergency settings. The app streamlines interactions between doctors, patients, and nurses, facilitating efficient information exchange and improving patient care coordination.

Project link: `https://github.com/ShyVortex/plusone-ionic`

Diffusion Tool - AI Image Generator and Upscaler

University of Molise, Pesche, Italy 12/2023 - 04/2024

JavaFX desktop application integrating a Python backend that leverages Stable Diffusion pipelines, BSRGAN models, and custom upscaling algorithms. Designed for offline usage, the tool offers image generation, high-quality upscaling, and degradation modeling, all while maintaining user data locally.

Project link: `https://github.com/ShyVortex/diffusion-tool`

- Architected the GUI frontend with JavaFX and managed Python integration for AI workflows.
- Implemented user authentication flows (Login / Sign Up) and structured navigation to Home, Profile, Generate, and Upscale modules.
- Engineered the core Generate and Upscale views as frontends to Python scripts executing Stable Diffusion and BSRGAN models.
- Defined system requirements and dependency management (OpenJDK 17+, Maven, Python + virtual environment.)
- Packaged the project as a runnable .jar with automated build steps (Maven) for easy distribution.

Simplified Monopoly

University of Molise, Pesche, Italy 08/2022 - 10/2023

Java application converting a command-line version of Monopoly into a graphical interface using Swing / GUI Designer, without altering the core game logic.

Project link: `https://github.com/ShyVortex/simplified-monopoly`

- Designed and implemented the user interface using GUI Designer and JFormDesigner, including layout, controls, and game state views.
- Managed project build and distribution using Maven and JDK 17.
- Learned OOP principles intensively, refined code structure, and improved design patterns for future maintainability.

Certifications

First Certificate in English (CEFR Level B2) 10 May 2025

Cambridge English

Grade: B
Overall Score: 179
Centre Reference: IT955 0125
Verification Number: D1233928
Accreditation Number: 500/2705/0

Getting Started with Rust (LFEL1002) 14 December 2024

The Linux Foundation

Certificate ID Number: LF-4evagqbkz5
Issue Link: Credly

EIPASS 7 Modules Users 27 February 2020

Certipass

Level: Intermediate
User Code: EIC00376111AA
Verification ID: WRAQPNYT5L

Articles

1. **Angelo Trotta**, Fabrizio Perrone. Tecniche di Steganografia e Analisi Forense delle Immagini Digitali. *University of Molise, Pesche, Italy*, 2024. `https://github.com/ShyVortex/image-forensics/releases/download/article-1.0/article.pdf`

Skills

Languages: Italian, English.
Programming: `Java`, `C`, `C#`, `Python`, `JavaScript` `TypeScript`, `PHP`, `Dart`, `Rust`, `HTML & CSS`.

Language Competences

	COMPREHENSION		SPEAKING		WRITING
	Listening	**Reading**	**Interaction**	**Production**	
Italian	C2	C2	C2	C2	C2
Full education carried out in Italy.					
English	B2	B2	B2	B2	B2
Cambridge English certification achieved.					

Levels: A1/A2: Basic user – B1/B2: Independent user – C1/C2: Proficient user
Common European Framework of Reference for Languages (CEFR)

Digital Competences

	SELF-ASSESSMENT				
	Information Processing	**Communication**	**Content Creation**	**Safety**	**Problem Solving**
Office Suite	Proficient User	Proficient User	Proficient User	Proficient User	Proficient User
Photo & Video Editing	Proficient User	Proficient User	Proficient User	Proficient User	Proficient User

Levels: Basic user – Independent user – Proficient user
Digital competences - Self-assessment grid

Other competences: Hardware Technician and PC Modding Enthusiast
Driving License: B

"I authorize the processing of my personal data contained in my CV pursuant to EU Regulation 2016/679 (GDPR)."

Date _____

Signature _____