



Maione Michele • 1986

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Site mikymaione.github.io • GitHub github.com/mikymaione • Version 14/02/2026

Personal summary

Since childhood I have always had a huge passion for science, physics and math, I'm also fond of European literature of the 19th and 20th centuries and I practice competitive swimming (supermaster circuit in Italy).

Professional goals

I would like to be part of a team of experienced computer scientists and work on challenging and critical projects that leverage my fields of study.

Career history

| Role | Employer | Start | End |
|--------------------|-----------------------------------|---------|-----------|
| IT consultant | Formez PA | 05/2024 | currently |
| Software architect | Soluzioni Informatiche | 02/2024 | 03/2024 |
| Software architect | Allyfe S.r.l. | 12/2021 | 01/2024 |
| IT consultant | Technode S.p.A. | 07/2021 | 11/2021 |
| Software architect | Pianetasoft S.r.l. | 09/2015 | 09/2018 |
| Software architect | Informatici Senza Frontiere ONLUS | 09/2015 | 06/2016 |
| Software analyst | Races Finanziaria S.p.A. | 11/2013 | 12/2014 |
| Software architect | Clue Norge ASA | 09/2010 | 09/2013 |
| Software architect | Soluzioni Informatiche | 09/2009 | 08/2010 |
| Software analyst | Dueggi S.p.A. | 01/2009 | 07/2009 |
| Software developer | Finwin S.r.l. | 05/2006 | 12/2008 |

Education

| School | Degree | Class | End |
|--|---------------------|--|------|
| Ateneo San Michele | Teacher training | 24cfu | 2022 |
| University of Milan | Master's degree | Computer science: video game design | 2021 |
| University of Naples Federico II | Bachelor's degree | Computer science: scientific computing | 2018 |
| Liceo scientifico statale Carlo Urbani | High school diploma | Scientific lyceum | 2005 |

Skills

| | |
|---|---|
| Operating systems Windows, Debian, Fedora, Android | Organization software Subversion, Git, Jira, Confluence |
| Frameworks Windows Forms, Entity Framework Core, LINQ, Hibernate ORM, Paint.net, GIMP, Photoshop, Inkscape, 3dsmax, ASP.NET Web Forms, Blazor, JBoss EAP, Maven, Gradle, gRPC, Zbrush, Premiere | Asset editing software AWS CDK, Node.js, Google Polymer, Flutter, NumPy, Pandas, Scikit-learn, Qt |
| Programming languages Delphi, C, C++, C++/CLI, C#, VB, Java, Groovy, Scala, Python, Dart, TypeScript, JavaScript, Rust | Markup languages XML, HTML, CSS, LaTeX, Protocol Buffers, UML, JSON |
| DBMS Cloud Firestore, SQLite, Db2, Firebird, SQL Server, PostgreSQL, MySQL | Game engine Unity, Clickteam Fusion |