

Andrea Riosa

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Senior Software Engineer and Technical Lead with 10+ years of experience developing software for industrial scanning and optimization systems, from design through field commissioning. Cross-departmental technical reference on complex projects, with a hands-on approach to problem-solving and to sharing technical knowledge across teams.

WORK EXPERIENCE

Senior Software Engineer | Technical Lead (Individual Contributor) Sep 2017 — Present
MiCROTEC S.p.A. *Global*

- Develop and maintain software solutions for industrial wood scanning and optimization systems, contributing across design, development, testing, commissioning and customer support
- Act as a technical reference for Project Management and cross-functional teams, gathering requirements, supervising technical design and supporting project planning and execution
- Define guidelines and reference documentation for departments involved in technical design, supporting process consistency and technical knowledge accessibility across the company
- Coordinate technical activities across Development, Customer Support, Pre-Sales and After-Sales, including complex commissioning activities, on-site interventions and technical training
- Contribute to product evolution through requirements analysis, technical documentation, new feature definition and validation

Full Stack Web Developer Mar 2015 — Apr 2017
SCQUADRO Web Agency *Venice, Italy*

- Used a range of technologies depending on each project, driving architectural decisions
- Estimated development timelines and took part in the design phase with clients

ICT Technician | School internship (160 hours) Jun 2012 — Jul 2012
Venezia Sistemi S.r.l. *Venice, Italy*

- Supported network administration in a live ICT lab environment
- Hardware diagnostics and ICT support alongside senior technicians

EDUCATION

Ca' Foscari University of Venice Venice, Italy
Bachelor's Degree in Computer Science

- Thesis: “Front-End Design and Development for an Eco-Feedback System Applied to a Scientific University Campus”, developed in collaboration with Siemens
- Designed and published the companion “EcoUnive” Android app on Google Play; covered by Ca’ Foscari News and presented during the Human-Computer Interaction course
- Mentioned in the paper “From Building Control to Eco-Feedback: Opportunities and Challenges” by Prof. Fabio Pittarello (Toulouse, France)
- Runner-up, Ca’ Foscari Sustainable Project competition

ITIS Primo Levi Venice, Italy
Technical High School Diploma in Computer Science

Certificates and courses

- **Courses:** Qt Academy by Qt Group (2024)
- **Certificate:** Next.js & React by Academind (26/07/2022)
- **Certificate:** Angular & Node.js — The MEAN solution stack by Academind (18/05/2020)
- **Certificate:** English B2 (28/04/2015)
- **Certificate:** English B1 (09/12/2013)
- **Certificate:** ECDL — European Computer Driving Licence (22/05/2013)
- **Certificate:** CISCO — CCNA Exploration: Network Fundamentals (09/06/2012)

LANGUAGES

Italian (Native) ■■■■■

Venetian (Native) ■■■■■

English (B2 Level) ■■■■□

TECHNICAL SKILLS

- **Industry:** Windows, WinAPI, C, C++, Proprietary Frameworks, CMake, Conan, SQL, RDBMS, Advanced Debugging, Testing, Optimization, Automation
- **Web:** Linux Server, HTML, CSS, Sass, JavaScript, TypeScript, NoSQL, Cloud Platforms, Bootstrap, Tailwind CSS, Node.js, Express.js, Next.js
- **Tools:** Microsoft Visual Studio, Visual Studio Code, Git, SVN, Docker, Azure DevOps, GitHub, Jira, Trello, Microsoft 365, Google Workspace

SELECTED PROJECTS

TasteTweak

tastetweak.com

- A B2B digital ecosystem of two products (a generative-AI web application and an iOS/Android app) designed to simplify and fully manage restaurant operations

BoostNatura

boostnatura.com

- A cross-platform e-commerce plugin that turns every purchase from any online store into a meaningful contribution against climate change

EXTRACURRICULAR ACTIVITIES

Open Source and Self-Directed Learning

- Personal interests in Cybersecurity, Data Scraping and Personal Finance pursued through self-study, dedicated open-source projects and hackathon participation

Esports Event Organization

- Personally organized and managed esports-related events over the years, including LAN parties and online tournament platforms, with sponsors and national-level relevance