

Daniel Maxim

Software engineer & developer. Driven by an analytical mindset and logical problem-solving skills. Worked in a team and alone, doing low level tasks and high level implementations, worked with marketing documents and documentation for internal use.



EDUCATION

Aalborg University, Aalborg — Master of Science in Computer Science 2025-2027

Currently enrolled and in search of a part time job to support the studies, the courses being focussed on group work, ai, programming etc... Are a great addition and/or improvement of my skillset.

Unicam, Camerino—Bachelor's Degree in Computer Science 2020-2023

Studied various mathematical fields, data analysis, object-oriented programming, cloud computing, databases, software engineering, and web programming. Additionally, we covered data structures and algorithms, completed projects on artificial intelligence and worked with procedural generation algorithms and methods.

I.T.I.S. E.Divini, S.Severino—*Diploma in Computer Science* 2015-2020

5 years of basics in computer science, generally OOP databases and web development.

JOBS

Halley. SRL

Software engineer & full stack developer in a company managing half of Italy's municipalities Management software.

Employed in the “Access control & Security management” division where we wrote and improved the software that gives access control, the authentication services with MFA including official government systems, the security logs etc...

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CS SKILLS

Experience in Oop, Databases, Web development, Game development, Machine learning.

LANGUAGES

English

Italian

Currently learning Danish

Bit. SRL

Worked for 5 months as a web developer, with asp.net and C# while in university.

Arena Sport SPA

Worked while in university with warehouse orders gaining first hand experience in warehouse logistics and the adjustment of SAP, since the company was adjusting the program to the new warehouse system that has been put in place.

PROJECTS

Stress Detection — *Machine Learning*

I developed a machine learning model in Python for stress detection using wearable sensors through a deep cnn.

Procedural Generation in Gaming— *Methodology*

I developed a procedural generation algorithm for content in video games. Analyzed the current market state, other implementations and ideas to better my own and created a fully functional and implementable Procedural engine.