



Bergamo, Italy



<https://marcobacis.com>



marc.bacis@gmail.com



[marcobacis](#)



[marcobacis](#)

Skills

- C#/.NET
- C/C++
- Python
- Azure
- Qt
- Git
- Docker
- Unity

Languages

- Italian- Native
- English- Advanced (C1)
- French- Basic (A2)

Marco Bacis

Software Engineer

About

Software Engineer with 4+ years of experience and a M.Sc. from Politecnico di Milano. I have a diverse experience in frontend/desktop applications (WPF, Qt, Unity, React) backend systems (C#/.NET) and a bit of low-level systems (C++).

Looking for new experiences as a full-stack developer with a broader view and more responsibilities.

Quick learner and passionate about staying up-to-date with new technologies, recently started to participate in tech communities (meetups and conferences) and writing a blog about my experiences.

Experience

Full-Stack Software Engineer @ Zupit

Trento, Italy (remote)

Dec 2023 - Today

Currently in the Neon team, developing Full-Stack applications in .NET and Angular.

Software Engineer @ e-Novia S.p.A.

Milan

Sep 2019 - Nov 2023

Support of internal teams and startups, along with external consultancy projects.

Worked on different projects and technologies in a variety of fields:

- Web and IoT platforms (React, .NET, C++)
- Desktop Applications for industrial settings (Qt/WPF, C#, C++)
- Augmented/Virtual Reality (Unity)

Tutor @ Politecnico di Milano

Milan

Mar 2019 - Jun 2019

Tutor for basic programming and software engineering courses at Politecnico di Milano during the second semester A.Y. 2018/2019.

Software Engineering Intern @ Maxeler Technologies

London

Mar 2017 - Sep 2017

Internship in the Machine Learning team, accelerating CNN algorithms on custom hardware using a Java-based DSL.

Education

M.Sc. CS&Engineering (110 cum laude)

Politecnico di Milano

2016-2019

Thesis: *BlastFunction: an FPGA-as-a-Service system for Accelerated Serverless Computing*

B.Sc. CS&Engineering (106/110)

Politecnico di Milano

2013-2016

Final Project: Implementation of the "Council of Four" board game in Java