

DANIEL NAMAKI

 daniel@namaki.it

 linkedin.com/in/danielnamaki

 github.com/namawho

work experience

JUN 2024 - PRESENT

Software Engineer, *Millennium S.p.A.*, Remote

Responsibilities include the development, testing, and deployment of a COM component using C# (.NET 8.0). This involves migrating a core library from .NET Framework (4.8) to .NET (8.0) and developing, testing, and deploying a gRPC bidirectional streaming service for file transfer. Tech Stack:

- Languages & Frameworks: C#, .NET 8.0, gRPC, COM Interoperability
- Infrastructure: Docker, Azure
- Database: PostgreSQL

MAR 2023 - PRESENT

Chief Technology Officer, *Vision Studio S.r.l.*, Remote

Vision offers an innovative design solution to exhibit digital works of art backed by blockchain technology, leveraging Made in Italy materials for an high quality innovative product. Leading the design and development of Vision Studio's Web3-based ecosystem for digital art and NFTs. Key responsibilities:

- Architected an ecosystem integrating Web3 wallets (e.g., Metamask) and NFT management
- Developed applications using Angular, Ionic, Node.js, Express, MongoDB and deployed to Google Play Store and App Store
- Infrastructure: Heroku, AWS S3, MongoDB Atlas
- Defining the technical roadmap of the company
- Managing relationships with suppliers

OCT 2023 - JUN 2024

High School Professor, *Ministero dell'Istruzione e del Merito*, Florence, Italy

Taught 70+ students in courses such as Project Management and Business Organization, IT Systems Design, and Networking. Designed lesson plans to foster practical understanding of technology concepts, encouraging collaborative learning and critical thinking. Evaluated student performance and provided tailored feedback to support academic growth.

JUN 2022 - JUN 2023

Full Stack Developer, *Self-Employed*, Remote

- Front-End development of a Web3 project [ReactJS - EthersJS - Ethereum Blockchain]
- Full-Stack development of an order management platform within restaurant contexts [ReactJS - Node - Express - MongoDB]

education

SEP 2023 - PRESENT

MSc in Artificial Intelligence and Data Engineering, *University of Pisa*

Relevant coursework:

Data Mining and Machine Learning, Computational Intelligence and Deep Learning, Multimedia Information Retrieval and Computer Vision, Large Scale and Multistructured Databases, Cloud Computing, Process Mining and Intelligence, Symbolic and Evolutionary Artificial Intelligence, Optimization Methods and Game Theory, Business and Project Management, Internet of Things, Mobile and Social Sensing Systems, Startup and Multidisciplinarity

SEP 2020 - SEP 2023

BSc in Computer Engineering, *University of Pisa*, 109/110

Bachelor Thesis: "Development of a recruitment module for drones swarms on an open-source autopilot platform" Bachelor Thesis: "Development of a recruitment module for drones swarms on an open-source autopilot platform" <https://github.com/NamaWho/stigmergy-drone-swarms>

SEP 2015 - JUL 2020

I.T. Diploma, *ITIS Antonio Meucci*, Florence, 100/100

publications

Namaki Ghaneh Daniel, Respino Emanuele, Saggini Gianmaria, Settimelli Niccolò, Palmieri Maurizio, Vecchio Alessio, **Detecting and Locating Stress in Urban Settings with ChillIn**, In *8th EAI International Conference on Intelligent Transport Systems (EAI INTSYS 2024)*, 2024

MACHINE LEARNING
INTERNET OF THINGS
SOCIAL SENSORS
DRONE SWARMS

projects

Hotel booking cancellation prediction using machine learning techniques, [GitHub Repository](#)
IDIoT: An InDustrial IoT network for predictive maintenance, [GitHub Repository](#)
Detecting and Locating Stress in Urban Settings with ChillIn, [GitHub Repository](#)
Recruitment algorithm for drone swarms based on Stigmergy (bio-inspired behavior), [GitHub Repository](#)

ITALIAN
ENGLISH

languages

Native speaker
Professional working proficiency

JUN 2019
NOV 2018 - MAR 2019

courses

Blockchain Intensive, *Blockchain Week Rome 2019*, Rome
National High School Model United Nations, *New York City US*

hobbies

Musician in a cultural association
Youth group animator
Black belt in karate