Francesco Ferraguti

Cloud · software · chess

github.com/france97
linkedin.com/in/francesco-ferraguti

I design and build backends and cloud infrastructure: services in Go, Rust, Python and TypeScript, containerised on Kubernetes and AWS, with the data on Postgres. I work as an independent consultant and follow a project from its architecture to production, with the same discipline I use at the chessboard.

EXPERIENCE

Independent IT consultant

Jan 2024 — present

Information technology services

Technical consulting across backend, DevOps, cloud, and scalable systems with a focus on performance and maintainability.

EDUCATION

Classical Lyceum Diploma

Jul 2016

San Carlo, Modena

Classical studies with a strong foundation in literature, philosophy, logic, and history.

Computer Engineering

Sept 2016 — present

DIEF UniMORE

University path in computer engineering, with a focus on software, systems, and architecture.

SKILLS

Languages

Golang, Rust, Python, C/C++, Java, TypeScript, JavaScript

Cloud and platforms

AWS, Kubernetes, Docker

Data and systems

Postgres, MySQL, MongoDB, Redis, Linux, macOS, Windows

AI and research

CNNs, NNUE, chess-domain models

LANGUAGES

Italian

Native speaker

English

C1 — advanced, up from the B2 taken at school

Spanish

B1 — everyday conversation

German

A2 — solid basics, working towards B1

Russian

Pre-A1 — alphabet and basic phrases