

Cristian Summa

Software Engineering · Web & Mobile · UI/UX

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🎓 Education

Master's Degree in Computer Science and Engineering Politecnico di Milano	2025–Present
Bachelor's Degree in Engineering of Computing Systems (Ingegneria Informatica) Politecnico di Milano	2021–2025

</> Selected Projects

 **PoliAule** 2026–Present

Classroom availability platform

A web application for finding available classrooms at Politecnico di Milano, powered by a custom data retrieval system.

- Led the visual direction and built the design system, translating it into a responsive front-end focused on usability and visual consistency.
- Designed and developed the data infrastructure, including an automated retrieval pipeline and API deployment.

Figma · HTML/CSS · JavaScript · Python · Cloudflare · GitHub Actions · Vite

poliaule.com · github.com/SummaCristian/PoliAule

 **PoliNetwork Aule** 2026

Adopted by the PoliNetwork student organization. Collaborated with their team to adapt and port PoliAule to their platform, providing technical guidance and hands-on development throughout the integration.

aule.polinetwork.org · github.com/PoliNetworkOrg/aule

 **DormMate** 2026

Shared household management app

Cross-platform mobile application for managing shared household tasks, to-do lists and events, developed for the *Design and Implementation of Mobile Applications* course.

- Defined the app's design system and reusable UI patterns, maintaining a consistent mobile experience across screens.
- Developed the application with React Native, integrating Firebase for authentication and data management.

Figma · React Native · Expo · Firebase

dormmate.summacristian.com · github.com/SimoPolimi/DormMate

 **CTRL-V** 2025–2026

2D side-scrolling platformer

A 2D side-scrolling platformer set inside a corrupted computer, where keyboard shortcuts such as Ctrl+C, Ctrl+V, Ctrl+X and Ctrl+Z become part of the gameplay.

Developed as a team for the *Videogame Design and Programming* course.

- Designed the input system with remappable and alternative bindings, supporting analog and digital inputs.
- Defined the controller architecture each shortcut mechanic was built on, and developed a reusable visual feedback framework that highlights targets and renders the effects of copy, paste, cut and undo.
- Implemented the UI/HUD, pause system, audio and camera.

Unity · C# · 2D Game Development

[Itch.io](https://itch.io) · ctrl-v.summacristian.com · github.com/pietrosaveri/CTRL-V2025

Additional Projects

Vitruium

2026–Present

A design system for web interfaces that recreates Apple's Liquid Glass in vanilla JavaScript and CSS, developed as a standalone foundation for PoliAule and future projects. Built around 14 composable components and shared primitives for glass rendering, spring animations and sheet physics.

vitruium.summacristian.com · [@ npm](#) · github.com/SummaCristian/Vitruium

Best Bike Paths

2025–2026

Platform for tracking cycling trips and collaboratively documenting path quality, obstacles, and riding conditions, designed to support safer and more informed cycling. Produced the RASD and DD and high-fidelity iOS mockups for the *Software Engineering II* course.

bbp.summacristian.com

Time2Help

2024–2025

Community-focused platform for collaboration, mutual aid, and volunteering among neighbors. Designed and developed for the *Fondamenti di Human-Computer Interaction* course, combining user research, UI/UX design, and implementation across web and iOS.

github.com/SummaCristian/Time2Help · time2help.summacristian.com

Skills

PROGRAMMING Swift · Java · C · JavaScript · Python · C#

DEVELOPMENT SwiftUI · React Native · HTML/CSS · Git · Firebase · Cloudflare

DESIGN Figma · UI/UX · Design Systems

Languages

Italian Native

English B2