Alessandro MASCHERIN COMPUTER ENGINEER

HARD SKILLS

- C++
- C#
- Python
- Unity3D
- Blender
- Git

LANGUAGES

- Italian Mother tongue
- English B2 Advanced

- **L** +39 33861543400
- in linkedin.com/in/amascherin
- github.com/AMascherin
- amascherin.github.io

PROFILE

Graduated at Polytechnic University of Turin's MSc Degree in Computer Engineering in 2019 with full grade, currently working as a researcher in the fields of Virtual Reality and applied mathematics. My university years forged a problem solving mindset, I improved my team-working skills working on group projects and in international research groups.

I'm passionate about game development, with several projects done in GameJams and university projects.

EXPERIENCE

Present

Polytechnic of Turin
Associate Researcher, Turin, Italy
Research fields:
Unity Virtual Reality application, BrainComputer Interfaces, implementation in C++ of
complex mathematical models

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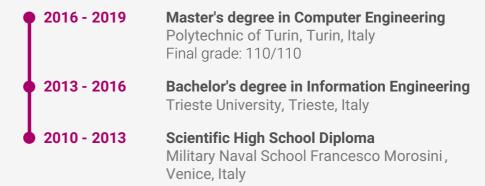
MASTER THESIS

On a Computationally Empowered Virtual Reality System for Real Time Intracranial Neuronavigation Polytechnic of Turin, Turin, Italy

Development of a Virtual Reality Unity environment that allows the navigation of human brain structure and electromagnetic activity Supervisor: Prof. Francesco P. Andriulli

% https://webthesis.biblio.polito.it/12425/

EDUCATION



PROJECTS

FIREFLIES

2021

Multiplayer Unity game for the 2021 GlobalGameJam https://globalgamejam.org/2021/gam es/firefly-guidance-0

BOOK AROUND

2019

Native Android Book-Sharing application, written in Java and Kotlin, with Firebase and RxKotlin for the data management

https://bitbucket.org/not-ourusers/book-around/src/master/

ALIEN AR

2019

Augmented Reality Android application, made with Unity and the Google ArCore SDK Preview 2

% https://github.com/GiMoody/AlienAR

CONTACT

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- github.com/AMascherin
- ★ amascherin@gmail.com