

# Alessandro MASCHERIN

COMPUTER ENGINEER

## HARD SKILLS

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

## LANGUAGES

- Italian - Mother tongue
- English - B2 - Advanced

## CONTACT

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## 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

- **11/2019 - Present**  
**Polytechnic of Turin**  
Associate Researcher, Turin, Italy  
Research fields:  
Unity Virtual Reality application, Brain-Computer Interfaces, implementation in C++ of complex mathematical models
- **01/2016 - 07/2016**  
**ELIMOS S.r.l.**  
Internship, Trieste, Italy  
C/C++ application on a Raspberry Pi platform for industrial usage

## 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

- **2016 - 2019**  
**Master's degree in Computer Engineering**  
Polytechnic of Turin, Turin, Italy  
Final grade: 110/110
- **2013 - 2016**  
**Bachelor's degree in Information Engineering**  
Trieste University, Trieste, Italy
- **2010 - 2013**  
**Scientific High School Diploma**  
Military Naval School Francesco Morosini, Venice, Italy

## PROJECTS

### FIREFLIES

2021

Multiplayer Unity game for the 2021 GlobalGameJam

🔗 <https://globalgamejam.org/2021/games/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-our-users/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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in Click on the icon to change

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