Andrea**Rosati**
Software developer

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Andrea Rosati **in**

Languages

italian mother tongue
English & Spanish fluency

Programming

♥ Java
C#, Python, Processing
Scala, Arduino, SQL
Android, LaTeX

Communities

V++, Hebocon organizers,
MUG Roma Tre, Codemotion
tech communities

Education

2013–2017	**Bachelor** of Computer science 105\110	Sapienza University of Rome, Italy

Thesis title: *Hint keeper: An unsolicited hint system for serious games*
I designed and developed a hint system for serious games. It analyzes player data and emotions and can decide to provide hints to players who are in trouble in the game.

Experience

Feb 2018 – May 2019	**Sapienza university - RFID Lab**	Rome, Italy

Research fellow. Android, Java, C# Aspnet developer
I'm working on an IOT project about a smartwatch, a web application based on the Spring framework and the maintenance of two Android apps.

Sep 2018 – Nov 2018	**Makinarium**	Rome, Italy

Animatronic - Android
I worked on a animatronic project for the Italian movie "Mollami", for this project i developed a control system based on two physical controllers and one Android app.

2019	**Tree srl**	Rome, Italy

Java Teacher
i gave the first lesson about Java and OOP for the young talent in action Java course.

2017 – Now	**Codemotion kids**	Rome, Italy

Kids robotics teacher
My activity with codemotion kids consists in holding programming basics laboratories for kids (from 6 to 14 years old) during some important events such as the 2017 Maker faire Rome. During these labs we use mBot robots with Scratch.

Sep 2017 – Nov 2017	**Staer sistemi**	Rome, Italy

Aspnet-C# Angular fullstack developer
I was involved in a district security project.

Feb 2015 – Feb 2016	**PTV SISTeMA**	Rome, Italy

Aspnet-C# backend developer
The project I worked on concerned a web application for managing the mobility of employees in large companies.

Projects

2014	**Open Basiligotchi**	Rome, Italy

Arduino - Android
Open Basiligotchi is an Arduino based project able to transform a plant in a tamagotchi. It was born during a hackathon and has been presented in the 2014 Rome Maker Faire obtaining a surpraising success and the attention of the media. Lately the Arduino/Android code with the electronic schema were released under a open source license.

| 2014 | **Jargon** | Rome, Italy |

Java

Jargon is a 2D multiplayer videogame for Android and PC developed in java using the libGDX framework. It was born as a university project for a course and despite was completed we never released it on Google playstore. In particular I worked on the netcode and the game's physics.

| 2017 | **Playmobil M***A** | Rome, Italy |

Processing

This game was created during the 2017 Global Game Jam. It has a particular control system in which a player moves a frog by physically jumping. The game gained a good success and the italian version of Motherboard Vice talked about it.

| 2015 – Now | **Botticelli** | Rome, Italy |

Java

Botticelli is an opensource java framework for rapid development of Telegram chat bots. The project is managed for entirely by me.

| 2016 | **Andromeda** | Rome, Italy |

Java

Andromeda was born during the Intel IOT roadshow, an hackathon hosted by Intel for promoting the Galileo 2 board. It is a smart rack designed for the bike sharing connected to the internet. The project was really appreciated and my team won the third prize of the competition.

| 2015 – Now | **Hebocon Roma** | Rome, Italy |

Event

Hebocon is a robot wars competition for those technically ungifted. This contest was born in Japan and it was a worldwide success that even Make magazine talked about it. Together with a friend we brought the hebocon to Rome and we created new competitions like the paint edition that was even hosted in Japan.

Interests

professional: Videogames development, embedded systems, IOT, UX, networking, hackathon, data analysis, software design, education. **personal:** Videogames, travels, movies, books, boardgames, DIY, tv shows, music, digital art, Reddit.