

Andrea Rosati

Software developer

Contact

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Jaeger87 🔄

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 –

Sapienza university - RFID Lab

Rome, Italy

May 2019

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 –

Makinarium

Rome, Italy

Nov 2018

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 –

Staer sistemi

Rome, Italy

Nov 2017

Aspnet-C# Angular fullstack developer

I was involved in a district security project.

Feb 2015 –

PTV SISTeMA

Rome, Italy

Feb 2016

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 tam-agotchi. It was born during a hackathon and has been presented in the 2014 Rome Maker Faire obtaining a surprising 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 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.	Rome, Italy
2017	Playmobil M***A 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.	Rome, Italy
2015 – Now	Botticelli Java Botticelli is an opensource java framework for rapid development of Telegram chat bots. The project is managed for entirely by me.	Rome, Italy
2016	Andromeda 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.	Rome, Italy
2015 – Now	Hebocon Roma 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.	Rome, Italy

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.