

Andrea Castegnaro

Personal website: <https://lenakeiz.github.io>

Skills

Programming languages	In order of expertise: C#, C++, SQL, Matlab, OpenGL, JavaScript, Python
Software	MATLAB, SPSS, Blender
Game engine	Unity 5
Game frameworks	Bullet Physics(C++)

Education

January 2016–ongoing	PhD Neuroscience , <i>Institute of Cognitive Neuroscience, UCL</i> , London, WC1N 3AZ.
September 2014–October 2015	MSc. Computer Games and Entertainment , <i>Goldsmiths University of London</i> , New Cross, London, SE14 6NW, UK.
final grade	Pass with distinction
thesis title	<i>Listen-In: a new approach in gamification of clinical therapy</i>
2009–2012	MSc. Physics , <i>University of Rome II</i> , Rome (RM), Italy.
final grade	110/110 <i>cum laude</i>
thesis title	<i>The Fast-Tracker trigger upgrade for the ATLAS experiment: real-time pixel clustering for high instantaneous luminosity</i>
2006–2009	BSc. Physics , <i>University of Rome II</i> , Rome (RM), Italy.
final grade	107/110

Research Experience

I have started a PhD in 2016 with the main focus in detecting the early stages of Alzheimer's disease. Previously I have done research in experimental particle physics working for the **ATLAS** collaboration.

January 2016–ongoing	UCL Scholarship , <i>Institute of Cognitive Neuroscience, UCL</i> , London, WC1N 3AZ, UK.
June 2012–September 2012	Summer Internship , <i>Fermilab</i> , Batavia, IL, USA.
May 2011–May 2012	Undergraduate Fellowship , <i>INFN – LNF</i> , Frascati(RM), Rome, Italy.

Work Experience

Since I finished my master at Goldsmiths I have always worked part time as a game developer. My main employer is SoftV.

July 2015–ongoing **Unity Developer**, *SoftV Ltd*, London, UK.

December 2014–May 2015 **Part-Time Software Developer**, *Oxford Numerics*, 407 Davina House, 137-149 Goswell Road, EC1V 7ET, London, UK.

June 2014 – August 2014 **Junior Software Developer**, *Sysdata S.p.a*, Via M. Luther King 38/3, 40132, Borgo Panigale (BO), Italy.

June 2013 –May 2014 **Junior Software Developer**, *Elettric80 S.p.A*, Via G. Marconi, 23 42030 Viano (RE) Italy.

List of Publications

- [1] **A fast hardware tracker for the ATLAS trigger system**

J. Anderson *et al.*, Nucl.Instrum.Meth. A718 (2013) 258-259

- [2] **FTK: A fast track trigger for ATLAS**

J. Anderson *et al.*, JINST 7 (2012) C10002

Awards

2015 **Hack The Visual - Best App using Imagga API**

The winning app can be found at the following link: [Remember](#)

2015 **UKIE Game Jam winner**

You can find the article regarding at the following link: [Code Name Spy](#)

2011-2012 **INFN Undergraduate fellowship**

One-year scholarship given by INFN to finance outstanding post-graduate students during their master thesis project

2006–2009 **Italian Ministry of Education Merit Scholarship**

Three-year scholarship awarded by the Italian Ministry of Education to support outstanding students during their bachelor's degree

Languages

Italian Mother tongue

English TOEFL iBT Reading(26)Listening(27)Speaking(20)Writing(20)

Japanese Basic

Interests

- Platformer games lover. My favourites are Banjo-Kazooie, Jak and Dexter and ICO.
- Joining game-jams and hackatons.
- Passionated about sports I play basketball and like go running.
- I have an interest in micro-controllers and some time I enjoy building projects using *Arduino*.
- Cooking. Trying to master *Ottolenghi* recipes.