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**, *Institue of Cognitive Neuroscience, UCL*, London, WC1N 3AZ.
September 2014–October 2015	**MSc. Computer Games and Entertainment**, *Goldsmiths University of London*, New Cross, London, SE14 6NW, UK.
final grade	Pass with distinction
thesis title	*Listen-In: a new approach in gamification of clinical therapy*
2009–2012	**MSc. Physics**, *University of Rome II*, Rome (RM), Italy.
final grade	110/110 *cum laude*
thesis title	*The Fast-Tracker trigger upgrade for the ATLAS experiment: real-time pixel clustering for high instantaneous luminosity*
2006–2009	**BSc. Physics**, *University of Rome II*, 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 Scolarship**, *Institute of Cognitive Neuroscience, UCL*, London, WC1N 3AZ, UK.
June 2012–September 2012	**Summer Internship**, *Fermilab*, Batavia, IL, USA.
May 2011–May 2012	**Undergraduate Fellowship**, *INFN – LNF* , 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 scolarship 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.
- Passionate about sports I play basketball and like go runnning.
- I have an interest in micro-controllers and some time I enjoy building projects using _Arduino_.
- Cooking. Trying to master _Ottolenghi_ recipes.