

PERSONAL INFORMATION

Alessandro Sestini

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🔗 <https://sestoale.github.io>

Date of birth 16 October 1992 | Nationality Italian



EDUCATION

Sept 2012 – Dec 2016

Bachelor degree in Computer Engineering

Vote: 106/110.

Thesis: "A mobile App for the automatic recognition of museum artworks and the semi-automatic management of multimedia feedback",

advisor: prof. Alberto del Bimbo,

Università degli Studi di Firenze, Florence.

Jun 2011

Secondary school diploma

Liceo Scientifico "Francesco redi", Via Leone Leoni, Arezzo.

PROJECTS

DeepCrawl | Machine Learning and Videogame Development

Use of Deep Reinforcement Learning techniques for the development of RogueLike games; the game was implemented in Unity and C# and the DRL model was implemented in python.

<https://github.com/SestoAle/DeepCrawl>

Wesnoth Companion App | Human Computer Interaction

An Android application (native Java) to complete the user experience of the Wesnoth tactical role-playing game.

<https://github.com/SestoAle/Wesnoth-Companion-App>

SeeForMe | Human Computer Interaction and Machine Learning

An Android application (native Java) for the management of semi-automatic multimedia feedback for a visual recognition system of artworks.

<https://github.com/SestoAle/SeeForMe>

Geyser CG | Computer Graphics and Shader Programming

Design and implementation of a particles system through concepts of Computer Graphics and Shader Programming.

<https://github.com/SestoAle/GeyserCG-3D>

More on <https://github.com/SestoAle>

WORKING EXPERIENCES

Eat Rosso Verde

Design, development and publication of an iOS and Android application for the management of local festivities in Arezzo.

Vicoli del Terrore

Design, development and publication of an iOS and Android application for the management of local festivities in Pisa.

PERSONAL SKILLS

Mother tongue Italian

Other languages

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user

[Common European Framework of Reference \(CEF\) level](#)

Programming skills

- Java, C#, C/C++, Android, python, javascript, PHP, HTML/CSS, MATLAB, L^AT_EX.
- Interested on Videogame development and design, Human Computer Interaction, Computer Graphics, Image Analysis and Processing, Machine Learning and Neural Networks, Software Architectures, Topics on Programming Languages.

Communication skills

- Excellent interpersonal and communicative skills, acquired during the university years. Ability to adapt to different cultural environments;
- ability to work in a group, acquired thanks to projects shared with colleagues for the development of software for university exams;
- ability to relate with intercultural environments.

Organisational / managerial skills

- Excellent capacity for organization and planning. Excellent ability to work in a team and good interpersonal skills;
- full availability for business travel;
- full availability of residence transfers.

Other skills and interests

Very fond of videogame culture and development; passionate about sports, especially football, motorsport and tennis; passionate about music and competent in playing guitar.

Driving licence A1, B.

ADDITIONAL INFORMATION

Main exams - Master Degree

- Human Computer Interaction - 30 cum laude
- Visual & Multimedia Recognition - 30 cum laude
- Computer Graphics & 3D - 30 cum laude
- Software Architectures & Methodologies - 30 cum laude
- Advanced Topics in Programming Languages - 30 cum laude
- Optimization Methods - 30 cum laude
- Image and Video Analysis - 30
- Advanced Numerical Analysis - 30
- Computational Vision - 30
- Parallel Computing - 29
- More...

- Mian exams - Bachelor degree
- Software engineering
 - Multimedia design and production
 - Artificial intelligence
 - Algorithms and data structures
 - Operating systems
 - Distributed systems
 - Databases
 - Mathematical analysis I, II
 - Physic I, II
 - Mathematical methods and probabilities
 - Geometry and linear algebra
 - More...