

Simone Mattioli

EDUCATION

Bologna University, Bologna — *MSc in Computer Engineering*

OCTOBER 2020 - CURRENT
Major: Computer Engineering.

Bologna University, Cesena — *BSc in Computer Science and Engineering*

SEPTEMBER 2017 - OCTOBER 2020
Graduated with 101/110.

Thesis: Text recognition from paper receipts using traditional and Deep Learning technologies via client Android.
Computer Vision, Deep Learning, Android, Flask.

Northwest Highschool, OHIO — *High school diploma*

AUGUST 2015 - JUNE 2016
Exchange year in the USA.

SOME PERSONAL PROJECTS

Personal Blog— 2020 - *present*

Actively doing research and projects on everything that teases me. <https://simonemattioli.vercel.app/>

Planet Dance— 2020

Nice react application wrote in typescript that shows the drawings created by two planets during their revolution around the sun.

<https://planet-dance.vercel.app/>

Astronomy, Typescript, React

Text Detection and Recognition For Paper Receipts— 2020

Thesis project. Allows to take a picture, with a custom mobile application, to a receipt and send it to a remote server that extract the text from the image.

Deep Learning, Tesseract, Flask, Android, Computer Vision

Crop Maze — 2018

Arcade shooter survival videogame. Object oriented project valued with a score of 30L. Protect your farm from the aliens using different weapons and perks.

Java, Object Oriented Programming, Videogame

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Personal blog: <https://simonemattioli.vercel.app/>

LinkedIn: <https://www.linkedin.com/in/simonemattioli/>

WORK EXPERIENCES

Maggioli, Italy—*Junior Software Engineer*

NOVEMBER 2019 - PRESENT

Working on various Artificial Intelligence project such as text recognition, speech detection, exc.

Working on European project "Factlog". The project consists in creating a base structure for a smart factory. 30 European states are involved.

Computer Vision, Deep Learning, IOT.

LANGUAGES

C/C++, C#, Typescript, Jscript, Jquery, Java, CSS, HTML, Python.