

Simone Mattioli

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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 writing blog posts about my projects based on Deep learning, FrontEnd Application and other topics that teases me.

Check it out at the following link:

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

Blog, Jekyll

Planet Dance 2020

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

Check it out at the following

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

Astronomy, Typescript, React

Text Detection & Recognition For Paper Receipts 2020

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

Deep Learning, Tesseract, Flask, Android, Computer Vision

Crop Maze 2018

Arcade shooter survival video game. 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

WORK EXPERIENCES

Maggioli, Italy *Junior Software Engineer*

NOVEMBER 2019 - *PRESENT*

Working on various Artificial Intelligence projects such as text recognition, speech detection, etc.

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.