

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.

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:

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.