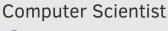


# Tommaso Padovan



5 July 1993



Rhönring 141 Darmstadt, 64289 Germany



+39 3484655214



tommaso.pado@gmail.com

## About me —

I put my hands on my first coding language when I was 13, developing simple video-games with DarkBASIC and I suddenly realized that it was my way.

Some years later I decided to "settle down" and began studying at Università degli Studi di Padova (Italy) where I acquired strong knowledge in programming (mostly C++ and Java) and Software Engineering. In the same University I achieved my bachelor degree in 2016. After that I began my master and then moved to Darmstadt (Germany) to go "back to basics" and sharpen my

## Language skills —

skills in game technology, computer vision and hardware acceleration.

English (B2-C1)

Italian (mother tongue)

German (learning)

French (B1)

201 /-now	Specializing in Computer Vision, CUDA and Game Technology stadt" <sup>1</sup>	Darmstadt at "TU Darm-
2016-now	Master degree in Computer Science At "Università degli Studi di Padova" <sup>2</sup>	Padova (Italy)
2013-2016	Bachelor degree in Computer Science Achieved with 100/110 at "Università degli Studi di Padova" <sup>2</sup>	Padova (Italy)
2007-2012	High school Lyceum of Sciences and Informatics	Treviso (Italy)

Work Experience					
2016-2017	Developer at "Vision Lab Apps srl" <sup>3</sup> Android + back-end of streaming application for smartphone	Part-time Job s and glasses.			
2016	Developer at "Vic World Wide" <sup>4</sup> Prototype app for "world 3D reconstruction" using Google-Ta on mobile devices.	Stage ngo framework			
2015-2016	Developer at "EasyApp srl" <sup>5</sup> Front-end and back-end for ERPs.	Freelance Job			
IT Skills					

• C++

Java

php

## Programming languages

Good knowledge in procedural, object-oriented, concurrent, functional and actorbased programming paradigms.

Strong experience with:

Scala (and akka)

Discreet experience with:

• CUDA C++ • Python

· Javascript/NodeJS

Julia

Haskell

### Tools and frameworks

- Good practice with IDEs and frameworks as JetBrains Suite, QT, Android Studio, Laravel, etc.
- · Familiarity with Git/GitFlow both with CLI and graphical interfaces; basic understanding of Subversion and Mercurial.
- Teamwork experience acquired during academic and professional projects; good skills in using work management-tools such as teamwork.com, Trello, GanttProject, Slack, etc.
- Good knowledge of UML graphical language and UML-editors (e.g. Astah).
- Good knowledge of Google Tango<sup>6</sup> framework for augmented reality.
- Some experience with game-engine such as Unreal Engine and Unity3D.

### Some projects

- Actobase: NoSQL database based on the actor model using Scala-lang with akka. Developed in a group of seven during an academic project. Source code available at: https://github.com/SweeneyThreads/Actorbase.
- Baobab: Small set of Python scripts for simple neurological image analysis. Developed for/in collaboration with a PhD in psychiatry. https://github. com/TommasoPadovan/Baobab
- Other academic projects:

https://github.com/TommasoPadovan/ProgettiUniPDTriennale

<sup>1</sup> https://www.informatik.tu-darmstadt.de

<sup>&</sup>lt;sup>2</sup>http://www.unipd.it

<sup>3</sup>http://www.visionlabapps.com

 $<sup>^4 {</sup>m http://vicworldwide.com}$ 

<sup>5</sup>http://www.easyappsrl.it <sup>6</sup>https://developers.google.com/tango