



Tommaso Padovan

Master's Student
in Computer Science



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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 it was my way. Some years later I decided to "settle down", hang my games up for a while and begin studying computer science at *Università degli Studi di Padova* (Italy). There 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 skills in game technology, computer vision and hardware acceleration.

Language skills

English (B2-C1)

Italian (mother tongue)

French (B1)

Education

2016-now	Master in Computer Science At "Università degli Studi di Padova" ¹	Padova (Italy)
2013-2016	Bachelor's degree in Computer Science Achieved with 100/110 at "Università degli Studi di Padova" ² Thesis title: "Last Tango In Mountain View" ³ regarding 3D reconstruction with computer vision techniques.	Padova (Italy)
2007-2012	High school Lyceum of Sciences and Informatics	Treviso (Italy)

Experience Abroad

2017-2018	Erasmus at "TU Darmstadt" ² Specialization in Computer Vision, CUDA and Game Technology	Darmstadt (Germany)
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Work Experience

6/2019-now	Developer at Ifin Sistemi ⁸ Android/iOS development with Flutter and Fabric - JavaEE development and testing	Padova (Italy)
2018-2019	Freelance at "EasyApp srl" ⁷ Back-end for web and maintenance	Treviso (Italy)
2016-2017	Developer at "Vision Lab Apps srl" ⁴ Android streaming application for smartphones and glasses.	Vicenza (Italy)
2016	Developer at "Vic World Wide" ⁵ (Stage) Prototype app for "world 3D reconstruction" using Google-Tango framework ⁶ on mobile devices.	Padova (Italy)
2014-2016	Developer at "EasyApp srl" ⁷ Front-end and back-end for ERPs.	Treviso (Italy)

IT Skills

Software Development

Good knowledge in *procedural, object-oriented, concurrent and functional* programming paradigms. Experience with both *agile* and *incremental* software development models.

Good knowledge of the main Software Engineering topics: such as Design Pattern, SOLID principles, reusability and maintainability. Academic experience with AI-related topics such as machine learning and neural networks as well as classical artificial intelligence, game theory, and AI-image processing; practical project using both Matlab/Julia and Python, small research on gpu acceleration for Tensorflow. I generally tend to automatize my workflow as much as possible (CI pipeline, automated testing, scripting etc.)

Personal interest in Arduino/Raspberry projects.

Teamwork experience acquired during academic and professional projects. I feel confident in switching from a task to another to help colleagues and in asking support when needed. Good skills in using work-management tools such as teamwork.com, Trello, Jira, Slack, etc.

Tools and frameworks

- Good practice with IDEs and frameworks as JetBrains Suite (and Android Studio), QT, Eclipse.
- Professional experience with Git/GitFlow both with CLI and graphical interfaces. Basic understanding of *Subversion* and *Mercurial*.
- Strong skills with Android framework, Flutter and Firebase suite.
- Academic project with Scikit-learn and TensorFlow
- Practice with database engines as MySQL and Firebase Database.
- Good knowledge of UML graphical language and UML-editors (e.g. Astah).
- Some experience with game-engines such as Unreal Engine, Unity and Kore, mainly for personal interest.

Programming languages

Professional experience with: Strong experience with:

- Dart
- JavaEE
- Java for Android
- php

- C / C++
- Scala (and akka)
- Python

Discreet experience with:

- CUDA C++
- Javascript/TypeScript
- Kotlin
- Bash
- Julia

Some projects

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

¹<http://www.unipd.it> ²<https://www.informatik.tu-darmstadt.de>

³https://github.com/TommasoPadovan/LastTangoInMountainView_TesiTriennale(Italian)

⁴<http://www.visionlabapps.com> ⁵<http://vicworldwide.com> ⁷<http://www.easyappsrl.it>

⁶<https://developers.google.com/tango> ⁸<https://ifin.it>