



Tommaso Padovan

Computer Scientist

 5 July 1993

 Rhönring 141
Darmstadt, 64289
Germany

 +39 3484655214

 tommaso.pado@gmail.com

About me

Alice is a sensible prepubescent girl from a wealthy English family who finds herself in a strange world ruled by imagination and fantasy. Alice feels comfortable with her identity and has a strong sense that her environment is comprised of clear, logical, and consistent rules and features. Alice's familiarity with the world has led one critic to describe her as a "disembodied intellect". Alice displays great curiosity and attempts to fit her diverse experiences into a clear understanding of the world.

Skills

Java

polite

outgoing

good manners

pursuer of rabbits

lovely*4 narcissistic*3

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Education

2017	Master degree (Erasmus) in Computer Science Specializing in Computer Vision, CUDA and Game Technology at "TU Darmstadt" ¹	Darmstadt
2016	Master degree in Computer Science At "Università degli Studi di Padova" ²	Padova (Italy)
2013-2016	Bachelor degree in Computer Science Achieved with 100/110 at "Università degli Studi di Padova" ²	Padova (Italy)
2007-2012	High school Lyceum of Sciences and Informatics	Treviso (Italy)

Work Experience

2016-2017	Developer at "Vision Lab Apps srl" ³ Android + back-end of streaming application for smartphones and glasses.	Part-time Job
2016	Developer at "Vic World Wide" ⁴ Prototype app for "world 3D reconstruction" using Google-Tango framework on mobile devices.	Stage
2015-2016	Developer at "EasyApp srl" ⁵ Front-end and back-end for ERPs.	Freelance Job

IT Skills

Programming languages

Strong knowledge in *procedural*, *object-oriented*, *concurrent*, *functional* and *actor-based* programming paradigms.

Strong experience with:

- C++
- Scala (and akka)
- Java
- php

Discreet experience with:

- CUDA C++
- Python
- Javascript/NodeJS
- Julia
- Haskell
- Go

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 Tango⁶ framework for augmented reality in mobile devices.

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

² <http://www.unipd.it>

³ <http://www.visionlabapps.com>

⁴ <http://vicworldwide.com/it/your-eyes-worldwide>

⁵ <http://www.easyappsrl.it>

⁶ <https://developers.google.com/tango/>