



# Tommaso Padovan

## Computer Scientist

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## 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" <sup>1</sup>	Darmstadt
2016	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 smartphones and glasses.	Part-time Job
2016	Developer at "Vic World Wide" <sup>4</sup> Prototype app for "world 3D reconstruction" using Google-Tango framework on mobile devices.	Stage
2015-2016	Developer at "EasyApp srl" <sup>5</sup> 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 Tango<sup>6</sup> framework for augmented reality in mobile devices.
- 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>2</sup><http://www.unipd.it>

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

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

<sup>5</sup><http://www.easyappsrl.it>

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

