



Tommaso Padovan

Master's Student
in Computer Science



5 July 1993



Via Redipuglia 16
Padova (PD), 35131
Italy



+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 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 And Erasmus at "TU Darmstadt" ² (specializing in Computer Vision, CUDA and Game Technology)	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)

Work Experience

2018-now	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.
Personal interest in Arduino/Raspberry projects.

Strong experience with:

- C / C++
- Scala (and akka)
- Java (and Android framework)
- Python
- php

Discreet experience with:

- CUDA C++
- Javascript
- Bash
- 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*.
- Strong skills with Android framework and Firebase suite.
- Practice with database engines as MySQL and Firebase Database.
- 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).
- Some experience with game-engines such as Unreal Engine, Unity and Kore.



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>

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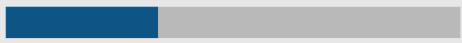
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French (B1)



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>