Tommaso Padovan
Computer Scientist

- 5 July 1993
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About me ————

I am a computer science student from Italy. During my studies at "Università degli Studi di Padova" 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 sharpen my skills in computer vision, game technology and hardware acceleration.

Language skills ——

English (B2-C1)

Italian (mother tongue)

German (learning)

French (B1)

Education

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

Work Experience

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

IT Skills

Programming languages

Good 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[6] 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`

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[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