Tommaso Padovan

Software Developer

📋 5 July 1993

✉ Via Gaetano Giardino 22
Padova (PD), 35138
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) where I achieved my bachelor degree in 2016.
The grown up version of that little punk has now a wonderful addiction for the outdoors and mountain climbing; but he's still a part-time nerd, at least in the rainy days!

Language skills —

English (B2-C1)

Italian (mother tongue)

French (B1)

Work Experience

2019-now	Developer at Ifin Sistemi[1]	Padova (Italy)

- Android/iOS development with Flutter and Fabric
- JavaEE development and testing
- Team Leader of test department (JUnit, Selenium)

2018-2019	Freelance at "EasyApp srl"[2]	Treviso (Italy)

Back-end for web and maintenance

2016-2017	Developer at "Vision Lab Apps srl"[3]	Vicenza (Italy)

Android streaming application for smartphones and glasses.

2016	Developer at "Vic World Wide"[4] (Stage)	Padova (Italy)

Prototype app for "world 3D reconstruction" using Google-Tango framework[5] on mobile devices.

2014-2016	Developer at "EasyApp srl"[2]	Treviso (Italy)

Front-end and back-end for ERPs.

Education

2013-2016	Bachelor's degree in Computer Science	Padova (Italy)

Achieved with 100/110 at "Università degli Studi di Padova"[6]
Thesis title: "Last Tango In Mountain View"[7] regarding 3D reconstruction with computer vision techniques.

2007-2012	High school	Treviso (Italy)

Lyceum of Sciences and Informatics

Experience Abroad

2017-2018	Erasmus at "TU Darmstadt"[8]	Darmstadt (Germany)

Specialization in Computer Vision, CUDA and Game Technology

Skills

Soft Skills

Experience in team management: two years as Team Leader.
Teamplayer: always worked in team, can easily relate to both technical and non-technical figures.
Fast learner: I feel confident when learning a new skill or technology and I can often be productive right away.
Good communication skills.

Hard Skills

Multi-year professional experience in:

- Enterprise level back-end software design and development.
- Automated testing, ranging from basic unit tests to complex end-to-end Selenium suites.
- Full-stack Android/iOS development.
- *Agile* software development models, such as Scrum.

Good knowledge in *object-oriented*, *concurrent* and *functional* programming paradigms.
Keen eye on code maintainability and reusability: I always try to find a good balance between SOLID compliance and code simplicity.
Good skills in using work-management tools such as Jira, Trello, Slack
Personal interest in developing games as well as tinkering with Arduinos and Raspberries.
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.

Tools and frameworks

- Strong skills with JavaEE, Spring/Springboot, Android framework and Flutter.
- Professional experience with VCS such as Git/GitFlow. Basic understanding of *Subversion* and *Mercurial*.
- Practice with database engines as Oracle, MSSQL, PostgreSQL and Firebase Database.
- Good knowledge of IDEs such as JetBrains Suite/Android Studio, QT, Eclipse.
- Some experience with game-engines such as Godot, Unity and Unreal Engine, mainly for personal interest.
- Good knowledge of UML graphical language and UML-editors (e.g. Astah).

Programming languages

Professional experience with:

- Dart
- JavaEE
- Java for Android
- php

Strong experience with:

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

Discreet experience with:

- CUDA C++
- Javascript/Typescript
- Kotlin
- Bash

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`
- Some Godot games: `https://gitlab.com/pado_godot_games`
- Other academic projects: `https://github.com/TommasoPadovan/ProgettiUniPDTriennale`

---

[1] `https://ifin.it` [2] `http://www.easyappsrl.it` [3] `http://www.visionlabapps.com`
[4] `http://vicworldwide.com` [5] `https://developers.google.com/tango` [6] `http://www.unipd.it`
[7] `https://github.com/TommasoPadovan/LastTangoInMountainView_TesiTriennale`(Italian)
[8] `https://www.informatik.tu-darmstadt.de`