



# Alessio Falai

SOFTWARE DEVELOPER · ARTIFICIAL INTELLIGENCE STUDENT

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## Education 📖



### Alma Mater Studiorum - University of Bologna

M.S. IN ARTIFICIAL INTELLIGENCE · COMPUTER ENGINEERING

• Grade: -

Bologna, Italy

October 2019 - Now



### Florentina Studiorum Universitas - University of Florence

B.S. IN COMPUTER SCIENCE

• Grade: 110 cum laude / 110

Florence, Italy

October 2016 - October 2019



### I.T.S. Tullio Buzzi

HIGH-SCHOOL DIPLOMA IN INFORMATION AND COMMUNICATIONS TECHNOLOGY

• Grade: 100 / 100

Prato, Italy

September 2011 - July 2016

## Skills 👤

### TECHNICAL

<b>Programming</b>	Python, Java, C, C++, Scala, MATLAB, Prolog
<b>Libraries</b>	Qt, OpenCV, Django, SciPy (NumPy, Pandas, ...), SciKits (scikit-learn, scikit-image, ...), Spark
<b>Tools</b>	Bash, Git, Docker, LaTeX, Jupyter
<b>Web</b>	HTML, CSS, Javascript, jQuery, PHP, REST API, MySQL, Wordpress



### INTERPERSONAL

<b>Languages</b>	Italian, English
<b>Capabilities</b>	Project planning, Project management, Teamwork, Leadership, Organization, Initiative, Curiosity, Problem solving
<b>Hobbies</b>	Photography, Travelling, Food culture, Cuisine

### PREFERENCES

<b>Likings</b>	Computer vision, Data science, Declarative programming
<b>Dislikings</b>	Web development, .NET framework, C# programming language

## Experience 📁

### Quid Informatica S.p.A.

PYTHON DEVELOPER · FREELANCE

- Project → Development of 3 production-grade Python micro-services working in banking environments, to classify and extract text from identity documents
- Main achievement → Implemented NER (Named Entity Recognition) techniques to parse raw OCR results, using spaCy
- Technologies → Python, OpenCV, Flask, Unicorn, SpaCy, Tesseract, Google Vision, ABBYY, OCR.Space, Azure Cognitive

Sesto Fiorentino, Florence, Italy

February 2020 - June 2020



## QI-Lab S.r.l.

Sesto Fiorentino, Florence, Italy

PYTHON DEVELOPER · FREELANCE

June 2020 - October 2019



- Project → Identity documents OCR library development
- Main achievement → Implemented edge detection and text detection techniques to improve OCR results, using OpenCV
- Technologies → Python, OpenCV, Django, Tesseract, Google Vision, ABBYY

## QI-Lab S.r.l.

Sesto Fiorentino, Florence, Italy

PYTHON DEVELOPER · INTERNSHIP

March 2019 - May 2019



- Project → Identity documents OCR library development
- Main achievement → Implemented a custom image binarization algorithm, using OpenCV
- Technologies → Python, OpenCV, Django, Tesseract

## Continental S.p.A.

Fauglia, Pisa, Italy

PYTHON DEVELOPER · FREELANCE

January 2019 - September 2019



- Project → Manually operated visual inspection digitalization
- Main achievement → Development of a production-grade modular GUI working in industrial settings, using Qt
- Technologies → Python, Qt

## EasyClaims.eu · Pro Claims S.r.l.

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PHP DEVELOPER · FREELANCE

January 2018 - March 2018



- Project → Insurance claims video verification interface
- Technologies → PHP, MySQL



## Develer S.r.l.

Campi Bisenzio, Florence, Italy

PYTHON DEVELOPER · INTERNSHIP

June 2015

- Project → Barcode handling GUI design and deployment
- Technologies → Python, Qt

## Websites

### tognonishop.com

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WEBSITE ADMINISTRATOR · FREELANCE

April 2020 - Now

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- Project → Fashion (shoes) e-commerce website
- Technologies → Wordpress, Woocommerce

### studio54italy.it

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WEBSITE ADMINISTRATOR · FREELANCE

March 2020 - Now



- Project → Textile catalog website
- Technologies → Wordpress, Woocommerce

### loscoiattolofirenze.it

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WEBSITE ADMINISTRATOR · FREELANCE

March 2020 - Now



- Project → Fashion (clothes) e-commerce website
- Technologies → Wordpress, Woocommerce

### walterquiet.com

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WEBSITE ADMINISTRATOR · FREELANCE

December 2018 - Now



- Project → Photography presentation website
- Technologies → Wordpress, Squarespace, Woocommerce, Leadpages, Deadline Funnel, Kajabi, Kartra

## Challenges

### DOMESTIC

2015 **Finalist**, RoboCup Junior Italia

Malpensa Fiere, Italy

2015 **Finalist**, OIS - Olimpiadi di Informatica a Squadre (6th edition)

University of Bologna

## Projects

### OPEN SOURCE SELECTION

## Tablut player

AI BOARD GAME PLAYER

- Project → AI player which uses iterative deepening beam *minimax* search with alpha-beta pruning and transposition tables
- Technologies → Python, Qt

*University of Bologna*

*November 2019 - December 2019*

## Quoridor player

AI BOARD GAME PLAYER

- Project → AI player which uses a modified version of the *jump point search* algorithm
- Technologies → Java

*University of Florence*

*June 2017 - September 2017*

## Holum

A TRUE HOLOGRAPHIC EXPERIENCE

- Project → Multimedia hardware and GUI which aim at emulating an hologram
- Technologies → C++, SFML, sfmlMovie, OpenGL, assimp
- Tools → Myo Armband, Leap Motion

*I.T.S. Tullio Buzzi*

*December 2015 - July 2016*

## Other info

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### ITALIAN JOB MARKET

Si autorizza il trattamento delle informazioni contenute nel curriculum in conformità alle disposizioni previste dal d.lgs. 196/2003. Si dichiara altresì di essere consapevole che, in caso di dichiarazioni non veritiere, si è passibili di sanzioni penali ai sensi del DPR 445/00 oltre alla revoca dei benefici eventualmente percepiti.