



Alessio Falai

SOFTWARE DEVELOPER · SOFTWARE ARCHITECT

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Education 📖

Alma Mater Studiorum - University of Bologna

M.S. IN ARTIFICIAL INTELLIGENCE · COMPUTER ENGINEERING

Bologna

October 2019 - Now

University of Florence

B.S. IN COMPUTER SCIENCE

- Grade: 110 cum laude / 110

Florence

October 2016 - October 2019

I.T.S Tullio Buzzi

HIGH-SCHOOL DIPLOMA IN INFORMATION AND COMMUNICATIONS TECHNOLOGY

- Grade: 100 / 110

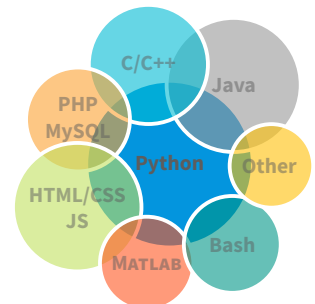
Prato

September 2011 - July 2016

Skills 👤

TECHNICAL

Programming	Python, Java, C, C++, MATLAB
Technologies	Qt, OpenCV, Django
Tools	Bash, Git, Docker, \LaTeX
Web	HTML, CSS, Javascript, jQuery, PHP, REST API, MySQL, Wordpress



INTERPERSONAL



Languages	Italian, English
Capabilities	Project planning, Project management, Teamwork, Leadership, Organization, Initiative, Curiosity, Problem solving
Hobbies	Photography, travelling, food culture, cuisine

Experience 📁

Quid Informatica S.p.A.

PYTHON DEVELOPER · INTERNSHIP (3 MOS) · FREELANCE (5 MOS)

- Project → Identity documents OCR library development
- Technologies → Python, OpenCV, Django, Tesseract, Google Vision, ABBYY

Sesto Fiorentino, Florence, Italy

March 2019 - October 2019

Continental S.p.A.

PYTHON DEVELOPER · FREELANCE

- Project → Manually operated visual inspection digitalization
- Technologies → Python, Qt

Fauglia, Pisa, Italy

January 2019 - September 2019

walterquiet.com

WEBSITE ADMINISTRATOR · FREELANCE

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

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December 2018 - September 2019

EasyClaims.eu · Pro Claims S.r.l.

PHP DEVELOPER · FREELANCE

January 2018 - March 2018

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

Develer S.r.l.

PYTHON DEVELOPER · INTERNSHIP

Campi Bisenzio, Florence, Italy

June 2015

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

Challenges

DOMESTIC

2015 **Finalist**, RoboCup Junior Italia

Malpensa Fiere, Italy

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

University of Bologna, Italy

Projects

OPEN SOURCE SELECTION

Tablut player

University of Bologna

AI BOARD GAME PLAYER

November 2019 - December 2019

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

Quoridor player

University of Florence

AI BOARD GAME PLAYER

June 2017 - September 2017

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

Holum

I.T.S. Tullio Buzzi

A TRUE HOLOGRAPHIC EXPERIENCE

December 2015 - July 2016

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

Other info

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.