



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

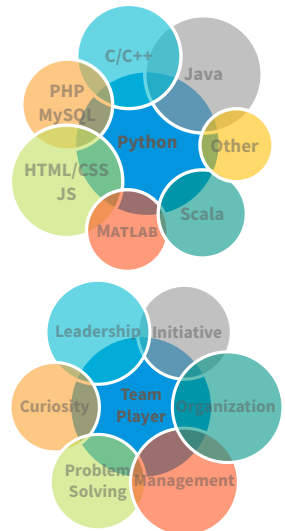
Prato, Italy

September 2011 - July 2016

Skills 👤

TECHNICAL

Programming	Python, Java, C, C++, Scala, MATLAB, Prolog
Libraries	Qt, OpenCV, Django, SciPy (NumPy, Pandas, ...), SciKits (scikit-learn, scikit-image, ...), Spark
Tools	Bash, Git, Docker, LaTeX, Jupyter
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

PREFERENCES

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

Experience 📁

Quid Informatica S.p.A.

PYTHON DEVELOPER · FREELANCE

Sesto Fiorentino, Florence, Italy

February 2020 - June 2020



- 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

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

Malpensa Fiere, Italy

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

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.