Alessio **Falai**

SOFTWARE DEVELOPER · SOFTWARE ARCHITECT

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Education 📖

Alma Mater Studiorum - University of Bologna	*Bologna*
M.S. IN ARTIFICIAL INTELLIGENCE · COMPUTER ENGINEERING	*October 2019 - Now*

University of Florence · *Florence*
B.S. IN COMPUTER SCIENCE · *October 2016 - October 2019*
- Grade: 110 cum laude / 110

I.T.S Tullio Buzzi · *Prato*
HIGH-SCHOOL DIPLOMA IN INFORMATION AND COMMUNICATIONS TECHNOLOGY · *September 2011 - July 2016*
- Grade: 100 / 110

Skills 👤

TECHNICAL

Programming	Python, Java, C, C++, MATLAB
Technologies	Qt, OpenCV, Django
Tools	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

Experience 💼

Quid Informatica S.p.A. · *Sesto Fiorentino, Florence, Italy*
PYTHON DEVELOPER · INTERNSHIP (3 MOS) · FREELANCE (5 MOS) · *March 2019 - October 2019*
- Project → Identity documents OCR library development
- Technologies → Python, OpenCV, Django, Tesseract, Google Vision, ABBYY

Continental S.p.A. · *Fauglia, Pisa, Italy*
PYTHON DEVELOPER · FREELANCE · *January 2019 - September 2019*
- Project → Manually operated visual inspection digitalization
- Technologies → Python, Qt

walterquiet.com · *-*
WEBSITE ADMINISTRATOR · FREELANCE · *January 2019 - September 2019*
- Project → Photography presentation website
- Technologies → Wordpress, Squarespace, Woocommerce, Leadpages, Deadline Funnel, Kajabi

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. · *Campi Bisenzio, Florence, Italy*
PYTHON DEVELOPER · INTERNSHIP · *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, sfeMovie, OpenGL, assimp
- Tools → Myo Armband, Leap Motion