Luca Di Bartolomeo

Personal Data

Place and Date of Birth:	Rome, Italy | 23 September 1996
Address:	Via Apuania 13, Rome, Italy
Phone:	0039 06 44291462
Mobile:	0039 339 3440236
email:	lucadb96@gmail.com

Education

2015 - now	Bachelor's Degree in Computer Science at **La Sapienza** university of Rome. Expected graduation date: mid June 2018
2010 - 2015	High school diploma at **Liceo Scientifico "Augusto Righi"**, in Rome

Skills

Programming Languages:	Java, C/C++, Python, JavaScript, Processing
Tools/Technologies:	Vim, Git, Arduino, Android, Google Cardboard, Raspberry Pi
Operating Systems:	Windows, Linux (Ubuntu, Arch Linux)
Spoken Languages:	Italian (Native), English (Fluent), Spanish (Basic)

Work Experience

2016	Speaker at Codemotion Rome 2016, talk: "You Turing Complete me – turing completeness in videogames"
2015	Coding teacher at Codemotion Kids

Project / Competition Experience (Solo)

2016	**Voronoi stippling**: I wrote a program in Python to emulate the stippling painting technique using weighted voronois. I was supervised by my Programming Fundamentals professor, but it was an extracurricular activity.
2015	**Italian Olympiads in Mathematics**: I got the bronze medal in the national finals. It was an high school individual competition, which revolved around solving both numerical and demonstration problems.
2014	**Musical Floppies**: developed for my high school thesis, I connected 8 old floppy drives with an Arduino, and by moving their stepper motors at precise frequences I was able to play simple tunes with the noise they produced.
2014	**Italian Olympiads in Informatics**: I got the 12th place in the national finals and got a silver medal. It was an high school competition that revolved around the solution and C++ implementation of algorithmical problems. I was also selected for the IOI training camps.

Project / Competition Experience (Team)

2016	**SWERC 2016**: I partecipated as a member of the "Sapienza" team, held in Porto in November 2016.
2015	**Exhibitor at Codemotion Rome**: I was the main coder of "Pico", a Google Cardboard flight simulator for Android in which the player controlled the wings of the plane by holding two Wii controllers (connected via bluetooth to the Android phone) in his hands and tilting them accordignly. The game got featured and exhibited at Codemotion Rome 2015.
2015	**Global Game Jam Rome**: I won first prize in the "Graphics" category and second prize for "Gameplay" category. Partecipated together with my sister. Our game, "Poopfest", featured handmade watercoulour drawings.
2013-2015	**Italian Olympiads in Mathematics**: I partecipated three times in the national finals of the team competition of the Italian Olympiads. We got two medals: a bronze medal in 2013 (for the 3rd place), and a silver medal in 2015 (for the 2nd place). In 2013 and 2014, I was only a member of the team, while in 2015 I was the captain.
2013-2015	**Ludum Dare Game Jam**: I partecipated five times in this team competition in which you have to code a game in 72 hours. In all of those five times I partecipated with my sister; I was the main coder, while she was both the artist and the secondary coder. We got occasional help from friends for the music. All of our games where made in Java, using the Processing library. One of our games got the first place in the "Most Funny" category, and 6th place in the "Overall" category (the number of games sent every competition floats around a thousand).
2013	**Cleanweb Hackaton**: I won the first prize by developing a prototype of an application to help people visualize if they reduced their electricity consumption in their houses.

Exams Taken

Exam	Grade	Credit Hrs
Calcolo differenziale (Differential Calculus):	30/30, with honors	6
Calcolo integrale (Integral Calculus):	30/30	6
Progettazione di sistemi digitali (Design of digital systems):	30/30, with honors	6
Architettura degli elaboratori (Architecture of digital systems):	30/30	6
Introduzione agli algoritmi (Introduction to algorithms):	30/30, with honors	6
Metodi mat. per l'informatica (Math. methods for informatics):	30/30, with honors	6
Fondamenti di programmazione (Programming fundamentals):	30/30, with honors	9
Metodologia di programmazione (Programming metodologies):	30/30, with honors	9

I have been selected to take part in the "Excellence Path", a special set of courses aimed at the best students of the faculty, which will start in 2017.

Hobbies and Interests

During my spare time I enjoy playing chess, listening to music (in particular when programming), and going out with friends. I am not a bookworm, but if I stumble upon a book I like, I can't go to sleep unless I've finished it.