FILIPPO SERAFINI

Advanced Automotive Electronic Engineering Student

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EDUCATION

Master degree in Advanced Automotive Electronic Engineering

MUNER - Motorvehicle University of Emilia Romagna

DECEMBER 2017 - PRESENT

Bachelor's degree in Computer Engineering

Alma Mater Studiorum - Università di Bologna, Bologna

SEPTEMBER 2014 - OCTOBER 2017

Final Grade - *110/110 cum laude*
Dissertation Name - *Software per il labeling di immagini per l'addestramento di algoritmi di deep-learning*

Scientific High School Diploma

Liceo Scientifico Statale Vito Volterra, Fabriano

SEPTEMBER 2009 - JULY 2014

EXPERIENCES

Formula SAE Team - Electronic Division Member

Alma Mater Studiorum - Università di Bologna, Bologna

SEPTEMBER 2017 - PRESENT

AGESCI - Associazione Guide e Scouts Cattolici Italiani

Gruppo Scout AGESCI Fabriano 2, Fabriano

SEPTEMBER 2003 - AUGUST 2014

(SOME) PROJECTS

Labeler - 2017
Training tool for deep-learning algorithm developed in C

Room8 - 2017
Expenses management application developed in C#

GEnerA - 2016
Web application ***winner of HACKreativity***, an hackathon organized by Fondazione Aristide Merloni

LANGUAGES

Italian - *Native Speaker*
English - *Fluent* - **Cambridge FCE**

SKILLS

Programming Languages

- C/C++
- Python
- Java
- C#
- JavaScript
- Bash Scripting
- MATLAB

Programming Skills

- Software Development (Git)
- Web Development (HTML5, CSS3, XML, Java EE)
- Database (SQL, Hibernate)
- Frameworks (OpenCV, GTK+, .NET)
- Platforms (GNU Linux, Microsoft Windows, Android, STM32)

Soft Skills

- Teamwork
- Problem solving
- Creative thinking
- Project management

LoRa-AID - 2018
Winning project of ***Long Range IoT Hackathon***, an hackathon organized by DEI - Unibo

Python VS Viper - 2018
Revamped version of the classic Snake game, project developed to learn Python