

# FILIPPO SERAFINI

Computer Engineer

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## SUMMARY

I just graduated with merits from University of Bologna and now I am ready to face new experiences, with the aim of learning new things, expand my knowledge and improve myself

I believe that teamwork is the best way to tackle complex problems and make the work lighter, and I am used to address every situation with a positive attitude

## EDUCATION

### Scientific High School Diploma

*Liceo Scientifico Statale Vito Volterra, Fabriano*

SEPTEMBER 2009 - JULY 2014

JULY 2012 - Study Trip in Royal Tunbridge Wells, UK - Work experience at Halls Bookshop  
SEPTEMBER 2012 - APRIL 2013 - Impara ad Intraprendere XXI Edition, Confindustria Ancona  
MAY 2013 - Director Assistant for Machiavelli's comedy "La Mandragola"  
DECEMBER 2013 - 50° Convegno Giubileo Pirandelliano, Centro Nazionale Studi Pirandelliani

### 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*

## EXPERIENCES

### AGESCI - Associazione Guide e Scouts Cattolici Italiani

*Gruppo Scout AGESCI Fabriano 2, Fabriano*

SEPTEMBER 2003 - AUGUST 2014

### Formula SAE Team - Electronic Division Member

*Alma Mater Studiorum - Università di Bologna, Bologna*

SEPTEMBER 2017 - PRESENT

## LANGUAGES

**Italian** - *Native Speaker*

**English** - *Fluent* - Cambridge FCE

## SKILLS

### Programming Languages

- C/C++
- Java
- Python
- 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)

### Soft Skills

- Teamwork
- Problem solving
- Creative thinking
- Project management

## (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