

# FILIPPO SERAFINI

Advanced Automotive Electronic Engineering Student

Via G. Loreti 21
Fabriano (AN), 60044, Italy
+39 339 1935823
filippo.serafini95@gmail.com
https://filipposerafini.github.io/

### **EDUCATION**

## Master degree in Advanced Automotive Electronic Engineering

MUNER - Motorvehicle University of Emilia Romagna, Bologna

DECEMBER 2017 - PRESENT

### **Bachelor's degree in Computer Engineering**

Alma Mater Studiorum - University of 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**

### **UniBo Motorsport - Electronic Division Member**

Formula SAE Team - University of Bologna, Bologna

SEPTEMBER 2017 - PRESENT

Worked on the Driver Interface, developing the car's dashboard software from scratch. The software acts on a 4.3" LCD display and on some LEDs to provide useful data and informations, received from the ECU via CAN bus, in an intuitive way.

# (SOME) PROJECTS

Labeler - 2017

Labeling tool realized to create data sets suitable for deep-learning algorithms training, developed in C.

Room8 - 2017

Expenses management application developed in C#.

Python VS Viper - 2018

Revamped version of the classic Snake game. Multi-platform application for Windows, Linux, macOS and Android, developed in Python.

### **LANGUAGES**

Italian - Native Speaker

English - Fluent - Cambridge FCE Spanish - Basic Communication Skills

### **SKILLS**

### **Programming Languages**

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

#### Technical Skills

- Software Development (Git)
- Web Development (HTML5, CSS3, XML, Java EE)
- Database (SQL, IBM DB2)
- Frameworks (OpenCV, GTK+, .NET)
- Analysis Tools (MATLAB, Simulink)
- Platforms (GNU Linux, Microsoft Windows, macOS, Android, iOS, STM32, Arduino)

### Soft Skills

- Teamwork
- Adaptability
- Decision Making
- Problem Solving
- Creative Thinking

### **AWARDS and HONORS**

**GEnerA** - 2016

Web application *winner* of *HACKreativity*, an hackathon organized by Fondazione Aristide Merloni.

**LoRa-AID** - 2018

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