



# FILIPPO SERAFINI

Advanced Automotive Electronic Engineer

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 - OCTOBER 2019

**Final Grade** - 110/110 *cum laude*

**Dissertation Name** - "Realization of a Proof of Concept of an Augmented Reality Wearable Device"

### 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

### Curricular Internship - Innovazione SEE

*Ferrari S.p.A., Maranello*

MARCH 2019 - PRESENT

Working in the Innovation Team of Electric and Electronic Systems Development, focusing on Human-Machine Interface (HMI) technologies and Augmented Reality.

### UniBo Motorsport - Electronic Division Member

*Formula SAE Team - University of Bologna, Bologna*

SEPTEMBER 2017 - SEPTEMBER 2018

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 information, received from the ECU via CAN bus, in an intuitive way.

## 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)
- Game Engine (Unity)
- Data Analysis (MATLAB, Simulink)
- Platforms (GNU Linux, Microsoft Windows, macOS, Android, iOS)
- Embedded Platforms (STM32, PIC32, Arduino)
- Model-based design (LabVIEW)

### Soft Skills

- Teamwork
- Project Planning
- Adaptability
- Problem Solving
- Creative Thinking

## AWARDS and HONORS

### GEnerA - 2016

**HACKreativity**, an hackathon organized by Fondazione Aristide Merloni.

### LoRa-AID - 2018

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