FILIPPO SERAFINI

Advanced Automotive Electronic Engineer

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EXPERIENCES

Electrical and Electronic System Department
Ferrari S.p.A., Maranello

MARCH 2019 - PRESENT

Infotainment Product Development - FEBRUARY 2021 - PRESENT
HW and SW development of Audio and Active Sound System components:
- Concept and Design Validation of the Audio and Active Sound System.
- Definition of HW and SW Functional Specifications and Requirements.
- Supervision and Management of Supplier's HW and SW Development Process.
- Bench and In-Vehicle Testing and Validation.

Innovation Specialist - JUNE 2020 - JANUARY 2021
Involved as technical support on various innovation projects, mainly focusing on next-gen E/E architectures and ADAS.

Innovation Internship - MARCH 2019 - MAY 2020
Involved as technical support on various innovation projects, mainly focusing on Infotainment, HMI technologies, Augmented Reality.

UniBo Motorsport - Electronic Division Member
Formula SAE Team - University of Bologna, Bologna

SEPTEMBER 2017 - SEPTEMBER 2018

Software development of the Driver Interface ECU, managing the CAN protocol stack, the GUI of a 4.3" LCD display and multiple digital GPIOs.

EDUCATION

MSc in Advanced Automotive Electronic Engineering
Motorvehicle University of Emilia Romagna, Bologna

DECEMBER 2017 - OCTOBER 2019

Final Grade - *110/110 with honors*
Dissertation Title - "*Realization of a Proof of Concept of an Augmented Reality Wearable Device*"

BSc in Computer Engineering
Alma Mater Studiorum - University of Bologna, Bologna

SEPTEMBER 2014 - OCTOBER 2017

Final Grade - *110/110 with honors*
Dissertation Title - "*Software per il labeling di immagini per l'addestramento di algoritmi di deep-learning*"

LANGUAGES

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

SKILLS

Technical Skills
- Automotive Protocols (CAN, UDS, MOST, A^2B)
- Software Lifecycle Management (Polarion, Jira)
- Software Development (Git)
- Model-based Design (Simulink, LabVIEW)
- Web Development (HTML5, CSS3, XML, Java EE)
- Software Frameworks (.NET, OpenCV, GTK+, PyGame)
- Game Engine (Unity)
- Platforms (GNU Linux, Microsoft Windows, macOS, Android)
- Embedded Platforms (STM32, PIC32, Arduino)

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

Programming Languages
- Python
- C#
- C
- Java
- MATLAB

AWARDS and HONORS

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

GEnerA - OCTOBER 2016
Winning project of ***HACKreativity***, a hackathon organized by Fondazione Aristide Merloni.