



# 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, 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 software that runs on the LCD dashboard of the car

## (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, developed to learn Python

## LANGUAGES

**Italian** - Native Speaker

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

**Spanish** - Basic Communication Skills

## 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, iOS, STM32)

### Soft Skills

- Teamwork
- Problem solving
- Creative thinking
- Project management

## 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